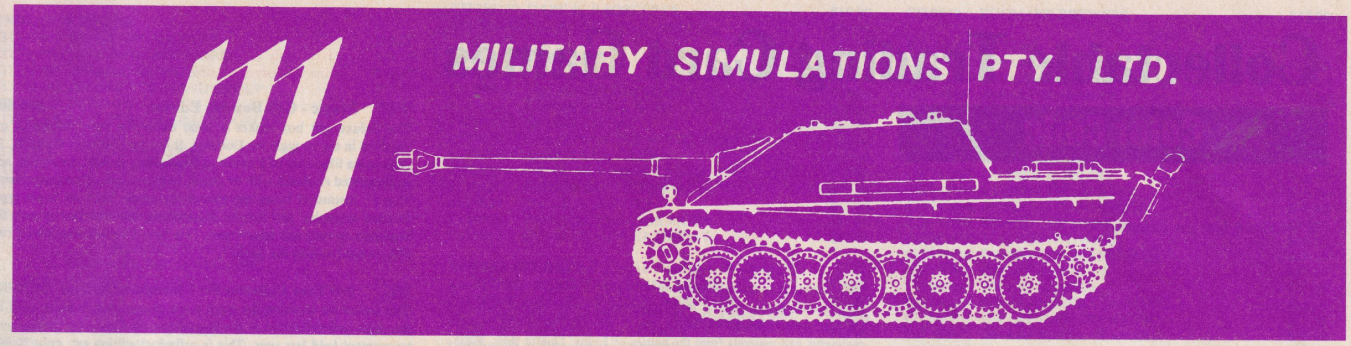

MAIL ORDER CATALOG

Summer 1996-97

MILITARY SIMULATIONS

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Inferno Battles of the Abyss

10,000 of this game were printed in the US in the initial print run, and 9,000 of these sold out within two weeks. Needless to say, this is an extremely popular game! Set in the Hollows of the Abyss, the great place that lies between heaven and hell, the great Lords make war. Vast armies clash endlessly over the tortured landscape battling for power and that most precious commodity - souls. Striding like giants among the hordes, the mighty Archfiends and their terrible Lieutenants reap great ruin, slaughtering their foes over and over again. This is a miniatures game featuring 6mm hordes representing the general troops that comprise an army, and huge miniatures of varying sizes (such as 60mm for the Archfiends). You control one of the twelve Lords of the Abyss. This boxed set includes 2 map boards 18"x23" each, rules with tabletop conversions, the Tome of the Abyss book, 26 stand-up color counters (to use until you buy the miniatures), terrain features, templates, counters, dice.

City of Chaos Boardgame

This magnificent game weighs an incredible 2 kilos! You must learn the ways of the City, train to develop exotic powers, talk, trade and fight your way through bizarre encounters to free the city. City of Chaos is a break through in board game design. The easy to play rules assure that within minutes you can be exploring Byronitar, the City of Chaos, a richly detailed world in which you will become immersed. The game uses a random plot and world generator which ensures that no two games are ever alike. You must make decisions, fight the battles and unravel the dark secrets of this city. Includes 6 whacky 35mm pewter figures, 50 full color, mounted cardboard 12.5cm x 12.5cm geomorphic game tiles (of building interiors, corridors, bridges, roads, parks, etc), a simple 27 page rulebook, a thick book in *Fighting Fantasy* style which interacts with the cards in the game, tons of cards, being action, location, special location, magic, combat, clues, item, and guild cards (you take a new card when you enter a new terrain tile) dice, 34 card stands, 1 coin sheet and one head sheet, etc!

22 YEARS OF SERVICE

Military Simulations was established in 1974 and has been efficiently and reliably servicing gamers throughout Australia ever since. Orders are processed and shipped within 24 hours. Items out of stock at the time of ordering will be placed on back-order and sent to the customer as soon as it is available again - at no extra cost for postage. If you have any complaints or praise about our service, please feel free to write to our General Manager Drew Fyfe, at the above address.

THE SHOW ROOM

Our well stocked showroom includes over 1,200 miniatures on display plus a huge range of wargames and roleplaying material. Customers are welcome to visit us, & gaming club members are entitled to a discount (with proof of membership). The showroom is open from 9.00am to 4.30pm Monday to Friday, and from 10.00am to 2.00pm on the first and third Saturdays of each month. Please note: For the month of December , our showroom is open on the following Saturdays: 7th, 14th, and 21st. For January, it will be open on the following Saturdays: 4th, 11th and 18th.

Credit Card Phone Orders Welcome

- ☎ Ring us between 8.30am and 5.00pm any weekday, tell us what you would like to order, and we'll tell you right there and then if it is in stock.
- ☎ If it is, quote your Bankcard/Mastercard/VISAcard number and we'll get your order off to you in 24 hours.

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If you pay extra to have your order sent via Ansett Express, orders to major cities will be delivered on the next working day. Delivery to country locations usually takes two working days. The charge is an extra $5.00 for each $100 value of that order. Cannot be delivered to PO Boxes or Mail Service addresses. All other orders will continue to be sent via our usual prompt courier or postal service.

ENQUIRIES

Our phone service operates from 8.30am to 5.00pm Monday to Friday. Queries regarding new releases, prices, stock availability, or order status are welcome.

Collectable Trading Card Games

Color Code

- New Item Now Available and in Stock
- New Item Not Yet Released

Arcadia: the Wyld Hunt

WHT **Arcadia: the Wyld Hunt**
The Changeling Adventure Card Game, which introduces new concepts that expand the gaming card genre. You develop a character who grows stronger and more experienced as you play. Your goal is to build a character who will eventually be able to complete the Wyld Hunt. There are no starter decks, you need to buy a Character Booster and a Story Booster, and you can play. A single card found in the booster packs contains all the rules needed.

Arcadia: Character Booster (15 cards) $4.95
Arcadia: CB Display (360 cards) $108.00
Arcadia: Story Booster (15 cards) $4.95
Arcadia: SB Display (360 cards) $108.00

BattleTech

WIZ **BattleTech**
An all new trading card game from the makers of Magic the Gathering. Based on FASA's BattleTech boardgame, this newest trading card game roars to life with armored combat set in the 31st century. Cards feature individual BattleMechs, stars of armored infantry, regular infantry companies, legendary characters, etc! There are over 300 cards in the set, with new releases planned next year. More details next catalog.

BattleTech Starter Deck 60 cards, rules, dice. Dec. $15.95
BattleTech Starter Display 600 cards. Due Dec. $144.00
BattleTech Booster Pack 15 cards. Due Dec. $5.00
BattleTech Booster Display 540 cards. Due Dec. $162.00

Blood Wars

TSR **Blood Wars**
A stand alone, collectible trading card game by TSR, this time set in the Planescape Outer Planes. The game is playable in about an hour and easy to learn - and the cards look very nice, as compared to Spellfire. The game uses cards to send legions under powerful warlords to meet in combat to decide the fate of entire planes. Each player will have a number of warlords and their armies, and can choose to conquer through combat or intrigue. Combat is a duel between the armies of two warlords; intrigue involves a warlord using political maneuvering and cajoling other players to achieve his end - except all the players can be involved in a duel of intrigue. The double Starter Deck includes rules and 100 cards, so that two players can play the game immediately.

Blood Wars Double Starter Deck (100 cards + rules) $5.00
Starter Display $25.00
Factols & Factions: Booster Pack # 2 (15 cards) $1.00
Factols & Factions Dispaly $30.00
Leaders, legions and luck of the secret societies of the City of Doors Planes.
Powers & Proxies: Booster Pack # 3 (15 cards) $1.00
Powers & P Dispaly $30.00
Adds the gods themselves, who lead their own legions into eternal combat.
Weapons & Warmongers: Bstr # 5 (Oct) 12 cards $5.00
Wpns & W. Display $162.00
Centers on new Kismet and support cards, along with the machinations of the Arcane.
Hand of Fates: Bstr Pack # 6 (Nov) 12 cards $5.00
Hand of F. Display $162.00
125 new cards of mightiest powers, most destructive weapons, and deadliest Kismet cards.

Dixie

COL **DIXIE: Bull Run Factory Set** Due Dec. $54.95
This boxed set contains every single BULL RUN card that were previously available as Starter Decks. In total there are 200 cards. This is a trading card game for the wargamer - the game feels like a miniatures game, with a battleline with two flanks and a centre, with reserves, terrain types, units of infantry, cavalry, artillery, and leaders. Every unit at Bull Run is found in the cards.

COL **DIXIE: Shiloh Factory Set** Due Dec. $109.95
This boxed set contains every single SHILOH card that were previously available as Starter Decks. In total there are 400 cards. This is a stand alone expansion for Bull Run. The cards depict every regiment, battery and brigade officer present at the Battle of Shiloh, the first major battle of the US Civil War in the Western Theatre of 1862.

COL **DIXIE: Gettysburgtory Factory Set** $69.95
We never got in the Gettysburg Starter Decks, but this is a great deal so we got some in. This boxed set contains one each of all 250 Gettysburg trading game cards. The game plays by itself, and the cards depict every regiment, battery and brigade officer present at the Battle of Gettysburg, the most significant battle of the American Civil War. Good value, and out now.

COL **Eagles - Waterloo Factory Set** Due Dec $83.95
This boxed set contains every single card for EAGLES, the Waterloo trading card game, where Wellington and Blucker dealed Napoleon his final defeat. The cards depict French, British, Dutch and Prussian regiments and generals from the battles of Ligny, Quatre Bras, Wavre and Waterloo. The game plays like a miniatures' game, so is very popular with wargamers.

Dragon Dice

TSR **Dragon Dice Collectable Trading Dice Game**
First there were collectable trading cards - and now - collectable trading dice! This Game boxed set contains a unique mixture of collectable dice. Each player creatures an army from the dice that he has collected, and roll dice to combat one another while striving to control the battlefield. There are over 300 dice in the set. The dice are colorful and come in many sizes.

Dragon Dice Starter Game 24 dice + rules $20.00
Each Game boxed set contains 24 dice with varying degrees of rarity.
Dragon Dice Expansion 4: The Feral 8 dice $14.00
Introduces a new race of wild, manlike beasts guaranteed to further upset all balance of power in the game. 8 randomly selected dice and expanded rules to use them.
Dragon Dice Expansion: Magestorm! 18 dice $26.00
This deluxe expansion introduces magical items to the game. Also includes artifacts, new terrains, & elemental creatures. With 18 randomly assorted dice, dice bag, expanded rules.
Dragon Dice Exp 5: Swamp Stalkers (Dec) 8 dice $14.00
A new race of horrors that can cast death, and water magic rises up from the swamp to expand the game. 8 randomly assorted dice and expanded rules.

Vampire the Eternal Struggle

WIZ **Vampire: The Eternal Struggle**
Wizards of the Coast have released 2nd Edition Jyhad, which they have called Vampire: The Eternal Struggle. The cards are compatible with Jyhad, and both sets of cards can be used in tournament play. The rules in this new version are reformatted and easier to understand. Variant rules increase the speed of play. Only some of the artwork and cards are new. There are over 300 cards.

Vampire: TES Starter Deck 76 cards + rules $18.00
Starter Display (760 cards) $162.00
Vampire: TES Booster Pack 19 cards $5.00
Booster Display (684 cards) $162.00
Ancient Hearts Booster Pack 12 cards $4.00
Ancient Hearts Booster Disp (540 cards) $162.00
The tragic legacies of Mediterranean Kindred: the Camarillia, Assamite, & Set.
The Sabbat Booster Pack (28 cards) Due Nov. $6.95
The Sabbat Booster Display (672 cards) Due Nov. $150.00
Limited print run of over 400 new cards. The Sabbat. Savage, diabolic. For centuries this malicious sect of vampires has rejected the ancient laws of the Undead and waged a war of blood and shadows against their enemies, the kindred of the Camarilla.

Dr Who

MMG **Dr Who Trading Card Game**
The Time Lords of Gallifrey are in need of assistance. The Galaxies are in chaos. Across the spans of time, renegades of all races are battling for control of the Universe. A strong hero is needed - the Doctor! Along with his companions. There are over 300 cards in the series, with most cards being photos taken from the TV Series, most in color, but some in B&W too. Includes all of the Doctors from the series, many of the Doctor's companions (including k-9!), the Daleks, the Cybermen, the Tardis, weapons, spaceships, many other alien races and human characters, etc, etc. Rules are relatively detailed, but more simple than Magic. Cards include creature cards of aliens, characters and robots, episode cards, which you have to solve, flash cards, which act as interupts, resource cards which aid you in your actions, and time cards, which are your lives.

Dr Who Starter Deck (60 cards + rules) $17.95
Dr Who Starter Deck Display (720 cards) $180.00
Dr Who Booster Pack (12 cards) $5.00
Dr Who Booster Pack Display (432 cards) $162.00

Magic: The Gathering

WIZ **Magic: Quick Start Set - Conquest** $36.00
An introductory game to Magic featuring preconstructed decks with step-by-step guides for two players. With two 57 card preconstructed decks, each divided into basic and advanced concepts, a step by step guide for each player with easy to understand instructions, three quick reference cards, a newly revised easy to follow rulebook, and a mini-Duelist magazine with advanced strategies.

WIZ **Magic - Gift Box 4th Edition** $36.00
This deluxe gift box makes it even easier for new players to get involved in the struggle for Dominia. It has two decks of 60 cards, 30 glass stone lifepoints of 2 colors, a flannel bag to hold the stones, and an illustrated rulebook with 64 pages, in two colors, dimensions being 3" x 5", instead of being the size of the cards. With its larger type, detailed examples, and helpful illustrations, the Gift Box is easy for beginners to read and understand. This boxed set has everything two players need to play the game.

WIZ **Pro Tour Collector Set - Inaugural Edition** $200.00
This boxed set contains the exact eight championship decks used by the eight quarterfinalists in the first Magic the Gathering professional tournament held last year. This is a limited edition set, only 20,000 sets are being printed world wide, and Mil Sims is one of the only places to stock this set. The eight decks will be packaged in pairs in the box, according to how the players were matched up in the quarterfinals. Each 85 card deck features the signature of the champion, and the cards have a unique back design to distinguish them from other Magic cards. We don't have very many of these, so get your orders in quick. There are 680 cards in total in this set.

WIZ **Magic Multiverse International Gift Box** $36.00
An attractive, reinforced, laminated display box that will hold either 12 Magic starter decks or 840 Magic cards, or a combination of both. Also includes in the box are a Mirage and a Visions booster pack, as well as a Japanese Chronicles booster pack, an Italian Alliances booster pack, a German Renaissance booster pack and a French Homelands Booster Pack.

WIZ **Magic: 4th Edition**
Now in its 4th Edition, Magic: The Gathering is still the hottest game and set of collectable trading cards all around the world. It is published by Wizards of the Coast, and is the first product in the Deckmaster System. To play, two players shuffle and cut each others decks, the top card of the cut becomes that player's Ante. Seven cards are dealt, the remainder form the Library, from which cards are drawn - discards go into the Graveyard. Each player has 20 Life Points, and the winner is the first to reduce his opponent to 0. The looser forfeits the Ante. The rationale of the game is that you and your opponent are mighty sorcerers and are fighting a duel in another dimension. In the beginning nothing exists in the dimension, and everything must be drawn into it by a Spell card. Spells are cast using Mana, which comes from land cards. Creatures are also called forth to do battle against the opponent.

Magic 4th Ed Starter Deck 60 cards + rules $14.95
Starter Deck Display 600cards $135.00
Land cards are found only in these Starter Decks.
Magic: 4th Edition Booster Pack 15 cards $4.50
Booster Pack Display 540 cards $145.00
The 4th Edition card mix has dropped 5 rare cards and many other cards from the Revised List, and in their place are added Arabian Nights, Antiquities, Legends, and The Dark cards.
Magic: The Dark Booster Pack 8 cards $10.00
The Dark Display 480 cards $570.00
The value on these limited edition black border cards is continuing to rise. Our stocks are limited, so please get your order in quickly. There are over 100 new cards in the series.
Magic: Fallen Empires Booster Pack 8 cards $3.00
Fallen Emp Display 480 cards $162.00
In the southern oceans of Dominia Prime lay a continent of great kingdoms. But as the climate changed, resources dwindled and empires crumbled. Hideous new species arose in the forests and seas, forcing the Sarpadians to fight for their very survival; Icatian towns mustered Phalanxes to defend themselves from orc raiders and the misbegotten spawn of uncontrolled black magic. Recruit these toughened warriors and vicious predators into your duels...
Magic: Chronicles Booster Pack 12 cards $4.00
Chronicles Display 540 cards $162.00
This includes a random assortment of cards from Arabian Nights, Antiquities, Legends, and The Dark. The Legends cards are the most prominent in the mix, and only a proportion of each type will be re-released in this booster pack display. These cards have white borders.
Homelands Booster Pack 8 cards $3.00
Homelands Booster Pack (480 cards) $162.00
Hidden away by a mysterious wizard for generations, the forgotten world of Homelands awaits discovery. Revealed within are many peoples, cultures, and creatures in a realm of complex allegiances and sinister plots.
Magic: Visions Booster pack 15 cards (Jan'97) $4.95
Magic: Visions Booster Display 540 cards (Jan'97) $162.00
Over 160 new cards that can be played with Magic, Ice Age or Mirage. Contains more cards featuring flanking and phasing rules, a new game mechanic to challenge even veteran players, exotic, new original art.

WIZ **Magic: Ice Age**
Ice Age can be played by itself as a stand-alone game, or used as a standard expansion for Magic the Gathering. The story behind the expansion is that it has been many centuries since the war between Urza and Mishra. The battered landscape has become a frozen desert, and the creatures of the world of Dominaria struggle for survival. One society has risen out of the cold chaos, defending itself against both the brutal forces of nature and the attacks of nomadic tribes that have emerged in the surrounding wastelands. And through it all, a twisted necromancer flourishes in deep winter, intent on using his powers to keep the world dark and cold. You may have the skills to survive, but can you withstand the icy wilderness of Dominaria's Ice Age? With around 300? new cards. Comes in both Starter Decks and Booster Packs. This is NOT a limited release, though stocks will be available in short supply only..

Ice Age Starter Deck 60 cards + rules $15.95
Starter Display (600 cards) $144.00

Ice Age Booster Pack 15 cards $4.95
Booster Display (540 cards) $162.00
Alliances Booster Pack 12 cards $4.75
Alliances Display (540 cards) $153.00

As the Ice Age recedes, Dominaria wakes from its long, cold sleep. Its people face a world torn by natural and political storms, and they must now join forces if they are to survive the coming years. For Dominaria, it is a season of struggle, an era of hope, and a time for new alliances. This expansion features around 110 new cards, which can be used in either Magic or Ice Age games.

WIZ **Magic: Mirage**

An expansion like Ice Age that can be played with Magic or played by itself. It is set in the tropical setting of Jamuraa, on the equator of Dominaria. Teferi's Isle, off the coast of Jamuraa, disappears after a wizard's time experiment goes wrong, and more than 100 years later the island reappears. And its inhabitants are horrified by the unrest that has erupted in the land while they've been gone, and war soon breaks out. There are over 300 new cards in the set, including new rules variants. The artwork is a definate improvement over previous Magic releases.

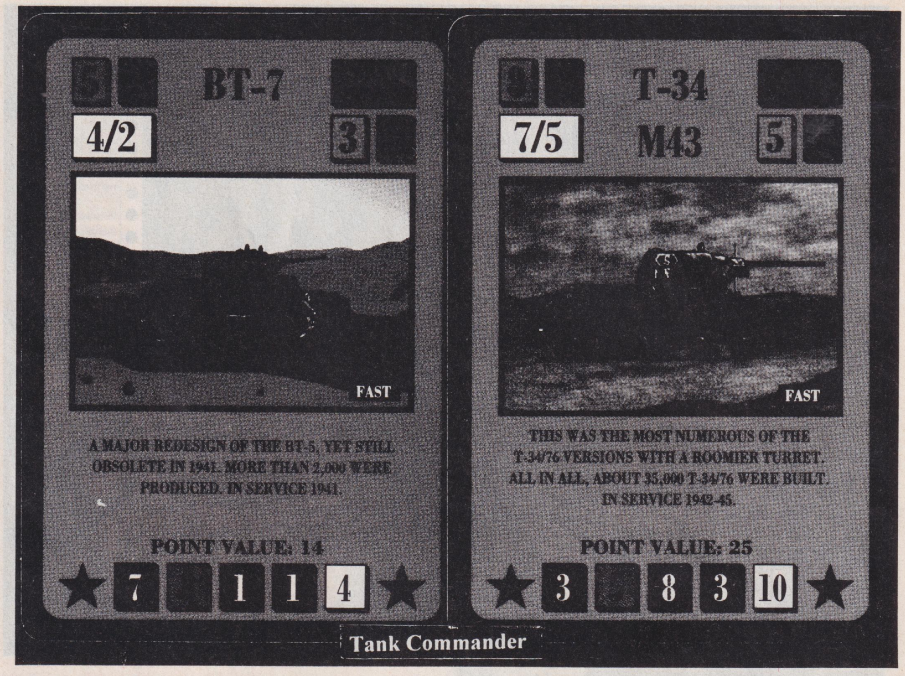
Mirage Starter Deck 60 cards + rules $14.95
Mirage Starter Display (720 cards) $162.00
Mirage Booster Pack (15 cards) $4.95
Mirage Booster Display (540 cards) $162.00

WIZ **Magic The Gathering Ring Binder** $10.00

A sturdy 3 ring binder produced by Wizards of the Coast in which to put your Superpro Sheet Card Holders containing Magic cards.

WIZ **Magic: Pocket Players Guide Revised** $17.50

A paperback book that contains updated rules for Magic The Gathering, along with examples to illustrate play and conversion notes for players used to the original Magic rules. Provides tips on how to maximize your game skills using deck-building strategies. Also answers to your Magic questions, rules for league play, tournament play, and multi-player games. Also a complete card list.



Middle Earth

ICE **Middle Earth: The Wizards Limited Edition**

During the Third Age, the Valar sent five Istari to Middle Earth to unite and counsel the Free Peoples in their struggles against Sauron, the Dark Lord. These Maiar were forbidden to dominate the peoples in Middle Earth or to match the power of Sauron with power. They five Istari were known as Wizards in Middle Earth, and their names were: Gandalf, Saruman, Radagast, Alatar and Pallando. In this card game, you play one of these five wizards. The goal of each wizard is to marshall the forces of the Free Peoples so that Sauron can be successfully resisted until the One Ring is destroyed. The five wizards don't agree on how to achieve this and so the battle is on. Historically, Gandalf was the only Istari to succeed. Saruman was corrupted by power, Radagast went "native", and Alatar and Pallando disappeared into the East. Only Gandalf remained true to his task: eventually marshalling the characters and forces that withstood Sauron's might long enough for the Fellowship to destroy the One Ring. There are 480 + cards in this Limited Edition 1st printing, and features artwork from dozens of painters, including Angus McBride, Liz Danforth, Mark Poole, etc. The artwork so successfully captures the spirit and theme of Middle Earth that I could not resist - I bought a whole display of boosters. The Lord of the Rings is my all time favorite novel, and I feel the cards really do it justice. The painting of Bag End looks like a photo, Gandalf looks just right, the hobbits are cute, the orks are mean and ugly...

The game is quite different to other trading card games, in that it is not about killing your opponents' characters or defeating his armies. This game is much more strategical. You lose instantly if your wizard is corrupted (like Saruman), or dies fighting the forces of evil; you win instantly if you manage to destroy the One Ring; otherwise, the player who marshalls together the greatest resources, such as characters, allies, items, & factions, & so best able to resist Sauron, is the one who wins.

Middle Earth Starter Deck 76 cards + rules $22.50
Middle Earth Starter Display 760 cards $202.00
Middle Earth Booster Pack 15 cards $7.50
Middle Earth Booster Display 540 cards $243.00
Middle Earth: The Dragons Booster Pack 15 cards $6.00
The Dragons Booster Display 540 cards $194.00

The dragons were created by the Black Enemy and brought to Middle Earth to defeat the Valar and their children, the Free People. This expansion brings these terrifying creatures into your deck to challenge you and beckon you to their hoards. You can riddle with Smaug like Bilbo the Hobbit, match wits with Agburanar to discover his drakish flaw, and steal a priceless artifact while Scatha lies sleeping. This booster set contains 180 new black border cards. Beautiful artwork.

Middle Earth: Dark Minions 15 cards **(Due Nov)** $4.95

180 new cards including agents such as Grima Wormtongue and Bill Ferny; Under-deeps such as the awful Under-gates of Moria or the foul Sulfur-deeps of Dol Guldur; Quests - new missions; and new challenges including undead, orcs and trolls.

Dark Minions Booster Display 540 cards **(Due Nov)** $162.00

Middle Earth: The Wizards Companion $20.00

This companion book features annotated rules loaded with examples, in an easy to read format, including guidelines and clarifications; a comprehensive card list, a collection of scenarios for play; tournament guidelines, 6 pages of full color maps, depicting regions, sites, factions, etc.

Mythos: Cthulhu

CHA **Mythos - The Cthulhu Collectable Card Game**

The goal of the Mythos game is to travel to various locations described in the tales by Lovecraft, gathering allies, tomes, spells, and artifacts, while trying to avoid being driven insane. The game works for two or more players, with a two player session lasting from 30 - 60 minutes. Each additional player adds 20 minutes to the game. There are a number of different investigators, each with different skills, different beginning sanity values, and other slight variances. There are 400 cards in the complete series, which includes Starter displays, the first Booster, and two further Booster expansions.

Mythos: Standard Game Set (Due October) $25.00

This game contains new cards that are completely compatible with the Limited Ed Mythos Starter Decks, now sold out. This game includes two customized 52 card decks, a corrupt deck and a steadfast deck. Each game consists of the same cards.

Cthulhu Rising Booster # 2 13 cards $6.00
Cthulhu Rising Display $194.00

Cthulhu rises in power and becomes a major challenge threatening the world.

Legends of the Necronomicon Booster # 3 13 cards $6.00
Legends of the Necronomicon Display $194.00

Explores the Middle East and the continent in a search for that fabled tome handwritten on 900 manuscript pages by a mad arab.

The Art of Playing Mythos: A Tome of Arcane Law $18.00

This includes an updated version of the rules, complete card listings, deck construction ideas, and descriptions of the cards and their place in Lovecraftian literature.

Netrunner

WIZ **Netrunner (Cyberpunk) Limited Ed**

The newest Deckmaster game from Richard Garfield, set in the dark techno-future of Cyberpunk. In the vast expanse of cyberspace, ruthless Corporations scheme to accomplish secret agendas as they build elaborate fortresses of data. They hide their darkest secrets behind layers of exotic and deadly computer security. But Netrunners hack the system, infiltrating dataforts to liberate information. Outside, Corporations rule the world. You can have control of one corporation, what will you do with it? Or you can be a Netrunner, slamming into cyberspace to steal information from the Corporations.

Netrunner Double Starter Deck 120 cards + rules $36.00
Starter Deck Display 720 cards $194.00
Netrunner Booster Pack 15 cards $6.00
Booster Pack Display 540 cards $194.00

Rage

WHT **Rage: Legacy of the Tribes**

We've sold out our entire stocks of Rage Trading Card game, but for all of you who bought Rage previously, there is coming in September a new supplement, Hearkening back to the glory days of the Garou, this is a 210 card supplement detailing each and every tribe with an introspective look at their greatest strengths. Tribe fetishes, new and powerful allies, outstanding characters, from the noble Silver Fangs to the hideous Spiral Dancers and every tribe inbetween. You must have a Rage Starter Deck to be able to use this supplement. Note: we are only getting limited stocks, so please pre-order before due date

Legacy of the Tribes Booster Pack (12 cards) $3.95
Legacy of the Tribes Display (288) $86.00

Spellfire

TSR **Spellfire 4th Edition**

Its no match for Magic, but it keeps on selling, being popular with die hard AD&D players. And now it has just been re-released as a Fourth Edition. With this expanded Fourth Edition Starter Deck you can destroy your opponents' empires with the spells, characters, and realms of the AD&D game worlds. 4th Edition is specially designed to defeat previous editions and booster packs. More than 150 revised cards replace obsolete cards from previous editions - and make any new player a worthy foe.

Spellfire Starter Deck 4th Edition 110 cards + rules $20.00
Starter Display $108.00

Revised rules for new character classes of Regent and Psionicist, unarmed combat Hero cards, new tournament rules.

Night Stalkers Booster Pack # 11 12 cards $5.00
Night Stalkers Display $162.00

More fearsome undead and a new thief champion class with new abilities that let players pit champions against previously unattackable realms.

Master of the Magic: Spellfire Reference Guide $14.95

Includes the latest edition of the game rules, complete with diagrams and examples. Other chapters discuss strategies for building decks, tactics for playing the game, rule variations and tournament rules. All 797 individual Spellfire cards printed in 1994 are shown in full color with their rarity.

Spellfire Reference Guide Vol 2 (Due Dec) $40.00

The latest edition of the game rules, with diagrams and examples. Strategies for building decks, tactics, rules variations, and tournament rules, & color pictures of over 1,000 cards.

Star Trek

DEC **Star Trek Next Generation**

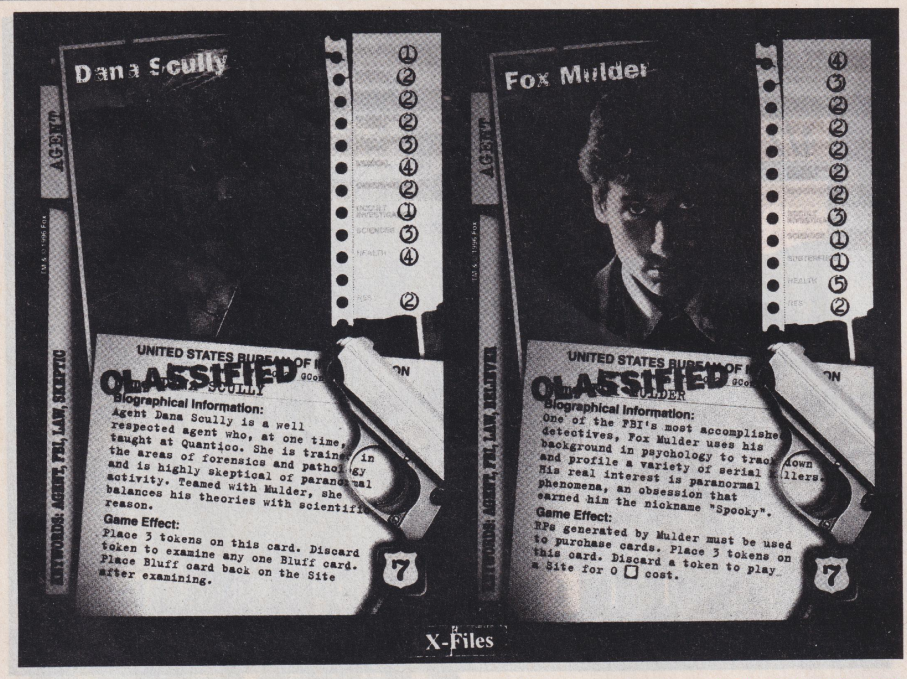
By Decipher Inc, who brought us HOW TO HOST A MURDER, including one set in the Star Trek Next Generation Universe. The game features top graphics and photos from the series, plus a fast action game based on the action in the series. A brilliant game that will delight Star Trek fanatics,trading card collectors, and players of games such as Magic, as both the card art is superb and game play is refreshingly different and unique. Each player can put together his own deck of 60 cards, to suit his own chosen affiliation. You can be Federation (who are not permitted to attack, only defend), Romulan (who can attack Federation or Klingon), or Klingon (who can attack everyone - including themselves!) Your deck will include mission cards, which are laid out in a spaceline for both players to attempt to carry out - you achieve victory points for each mission completed; dilemma and interupt cards, which you play on your opponent to slow his attempt to achieve missions; artifact cards; outpost cards, where you dock & launch ships, personnel appear, etc; ship cards, for all three races and non-aligned races, & which rate range, weapons, shields; personnel cards, crews with which to form Away Teams; & lastly equipment cards and event cards. Rules are 35 tiny pages.

Star Trek Unlimited Starter Deck 60 cards + rules $20.00
Unlimited Starter Display $194.00

These are the Unlimited White Border cards. Each starter deck has 60 cards, out of a total of 363. Each player needs at least one deck to play.

Star Trek Black Border Starter Decks 60 cards + rules $36.00
Limited Starter Disp $388.00

We've been able to dig up some of the original, first Black Border Printing of the Star Trek Next Generation Card Game. Each Starter Deck is still in its original shrink film.



Star Trek Next Generation: Booster Pack 15 cards **$5.50**
Unlimited Booster Disp **$178.00**
A random assortment of 15 cards of the Unlimited White Border edition, with at least one rare and one uncommon card.
Alternate Universe Expansion 15 cards **$5.00**
Alternate Universe Display **$162.00**
This first expansion contains122 new cards. 49 of these cards contain subject matter related to alternate realities or universes: time travellers, parallel universes, illusory or visionary experiences, surreal worlds and different planes of existance. The remaining 73 cards expand upon existing elements of ST:TNG, deepening gameplay in various ways. The 1st Ultra-Rare Card, which is randomly packaged amongst Alternate Universe Packs, is of the Future Enterprise.
Star Trek Q-Continuum 15 cards (Due Oct) **$5.00**
The second expansion for Star Trek, this one feature Q and his various meddling excursions into the Star Trek time line. Also features other cards from all areas of Star Trek.

Star Trek Next Gen. Card Game Factory Set **$180.00**
This Limited Edition Collector's Tin for Star Trek the Next Generation Customizable Card Game contains all 363 common, uncommon and rare cards from the basic set. The cards are printed with a distinctive silver border on the finest playing card stock available. Only 30,000 sets were made of this Factory Tin, so it has great collectable value. You can use the cards in all "official" games or tournaments.

Star Trek TNG: Official Players Guide **$30.00**
A stunning full color 266 page book, which has exclusive information from the games' developers. It tells you how to customize your decks, it gives trading strategies, information for collectors; plus strategies for the 50 most powerful cards, powerful card combinations, extensive questions and answers on the most common rules questions, and a complete history of the making of the game.

Star Wars

DEC **Star Wars Limited Edition**
Decipher, the people who brougth us Star Trek Next Gen Trading Card Game, have also done Star Wars as a trading card game. This are the Black Bordered Limited Edition Cards. With the game, players control, alter and feel the Force. The Rebel Alliance battles against the unrelenting power of the Empire. One player controls the Rebel Alliance and the good side of the Force, the other plays the Empire and the Dark Side of the Force. There are 324 common, uncommon and rare cards. Each Starter Deck contains 30 random Light Side and 30 random Dark Side of the Force cards. Booster packs have a random mix of cards from both sides of the Force. Cards have their artwork lifted directly from the Star Wars movie, and include Capital Starships, Starfighters, Vehicles, Weapons, Devices, Effects, Interupts, Pilots, Warriors, Characters from the Alliance, Empire, Droids, Aliens, etc. The Empire tends to be more technologically advanced, better equipped, & the stronger aggressor, the Alliance makes more use of the Force, can enhance their defensive capabilities, & have a sense of honor. The rule book is 40 pages long.
Star Wars Starter Deck 60 cards + rules **$15.00**
Starter Deck Display (720 cards) **$162.00**
Star Wars Booster Pack 15 cards **$4.50**
Booster Pack Display (540 cards) **$145.00**
New Hope Booster Pack 15 cards **$4.50**
New Hope Booster Display (540 cards) **$145.00**
Cards taken from the movie Star Wars only, focusing on the Rebels attempts to destroy the Deathstar, and Darth Vader's attempts to stop them by destroying their hidden base.
Empire Strikes Back: Hoth Booster Pack 15 cards **$5.40**
Empire Strikes Back Booster Display (540 cards) **$174.00**
One of three booster expansions set in The Empire Strikes Back movie. This expansion focuses on the Empire's assault upon Hoth, and the Rebel's attempt to stage a successful withdrawal. Due November.

Tank Commander

MOM **Tank Commander: The Eastern Front**
At last! A World War Two trading card game that has **heaps** of tanks! Tank Commander: The Eastern Front is a trading card game for two players covering tactical combat on the Eastern during WW2, from 1941 to 1945. There are 164 different cards, covering individual tanks, individual guns, infantry squads, transport, typical terrain, equipment and special events. I opened one deck of 60 cards, and it has 21 tanks and 9 AT guns. Every tank, truck, gun, infantry unit and terrain types has a point value. The rulebook outlines several types of scenarios. One is "Prepared Defense". The attacker has 200 points with which to put together his force. The defender has 120 points, but he gets five terrain cards free, in which to place his defending units. Other scenarios include DYO Scenarios, a simple tank battle, a German attempt to close a Russian bridgehead, a re-creation of Kursk, etc. Units are rated for long and short range penetration of their guns, frontal and side/rear armor thicknesses, to-hit numbers, small arms values, melee value, etc. **Tank Commander Starter Deck $15.00**
Tank Commander Starter Display (720 cards) **$162.00**

Ultimate Combat

ULT **Ultimate Combat Martial Arts Trading Card Game**
This is a martial arts trading card game, designed and written by martial artists, to be played by anyone with an interest in martial arts. Each card contains a photograph of a martial artist involved in some martial attack or defense posture, or while pursuing another aspect of the martial arts. All the martial artists pictured are repeat Champions in their field. There are 250 different cards to collect, using the moves of karate, judo, juijitsu, taekwondo, wrestling and boxing, enhanced by psychic powers such as chi and mantras, talismans, weapons, and armor.
Ultimate Combat Starter Deck (60 cards +rules) **$2.75**
Ultimate Combat Starter Display (600 cards) **$25.00**
Ultimate Combat Booster Pack (15 cards) **$0.75**
Ultimate Combat Booster Display (540 cards) **$25.00**

Wyvern

USG **Wyvern Fantasy Trading Card Game**
This is a game of dragons, dragon slaying, and treasure. Players rule over a vast empire where the dragons are paid gold to fight for you. The object of the game is to defeat an opponent's army on a battlefield of Terrain and Dragon cards while keeping as many gold pieces as possible. Treasure and Action cards help players to formulate an overall strategy, and decks can be built in unlimited combinations of cards. There are a total of 239 cards available to be collected.
Wyvern Starter Deck (60 cards +rules) **$3.00**
Wyvern Starter Deck Display (600 cards) **$30.00**
Wyvern Booster Pack (15 cards) **$1.00**
Wyvern Booster Pack Display (540 cards) **$30.00**

X-Files

USP **X-Files Trading Card Game - Due Nov**
The X-Files collectable trading card game features photos taken directly from the award-winning show featuring Special Agents Fox Mulder and Dana Scully. The cards are designed to look like reports and files from the desks of the FBI and should appeal to both gamers and non-gamers alike. The first release will cover the first season and the encounters that Scully and Mulder had that year, from weird critters to government plots and cover-ups. More details next catalog.
X-Files Starter Deck (60 cards + rules) **$15.00**
X-Files Starter Deck Display (720 cards) **$172.00**
X-Files Booster Packs (15 cards) **$5.00**
X-Files Booster Pack Display (288 cards) **$129.00**

Trading Card Accessories

CRF81100 **DECK PROTECTORS** **$10.00**
These Ultra Pro rigid top loading card protectors are the most important accessory ever released for colletable trading card game cards. The reason? They are specially designed for such cards. The protectors are only marginally larger than the card, so that card does not float around inside the protector and get scratched - the protectors fit into the pocket album pages; you can use them during game play, and they have no PVC, so they protect the cards while in storage. There are 100 protectors in one deck. There are 10 decks in one display. For a whole display... **$90.00**

ARM **Magic ICE AGE Life Point Stones & Pouch**
There are 9 colors in this range of ICE AGE Life Point Stones & Pouch, which include 40 stones and a suade draw-string pouch. The colors availabe are: Polar Ice, Ice Blue, Frozen Fire, Icy Lavender, Azure Shadow, and Ice Pack. **$10.00**

GYM **Collectors Album Ringbinder** **$15.95**
This excellent ringbinder collectors album is made of reinforced vinyl with a padded cover, and can be filled with at least one hundred Superpro Card Sheet Holders - that's 900 cards!

GYM **Superpro Sheet Card Holders (1)** **$0.50**
Each sheet fits in the above Collectors Album Ringbinder, and fits 9 cards. The plastic is totally transparent, and protects the cards from any scuffing, etc. I bought 100 pages for my Star Trek cards.

GYM **Floppy Card Sleeves (100)** **$2.00**
For this ridiculously little price, you get 100 card sized floppy, plastic, transparent sleeves. Each sleeve fits one card, and is a great way to protect your cards while keeping them in a usuable format.

CRF **Deck Binder** **$17.00**
A plastic card box with embossed cover, designed to hold around 200 cards that are in plastic sleeves. There are two styles: Dragon Style, and Dark Style.

GRF **Card Album** **$20.00**
High quality card album with glossy cover. You need to buy Superpro Sheet Card Holders to put in the album. There are two styles: Dragon Style and Dark Style.

CRF50CB **Ultimate Collection 50 Card Plastic Box** **$3.95**
Made of durable, rigid plastic, this box fits 50 trading cards.

CRF100CB **Ultimate Collection 100 Card Plastic Box** **$3.95**
Made of durable, rigid plastic, this box fits 100 trading cards.

REA **Scrye Life Point / Blood Point Counter**
A novel and space-efficient manner of recording your Magic Life Points or your Jyhad Blood Points. This counter is made from two enamelled special pieces - a 2" metal disk with numbers 1 - 20 on one side, and 21 - 40 on the other. A 25mm wizard stands upon the disk and rotates about to point to the current number. The wizard holds a small random genuine stone in his hand. The Scrye Counter figure and disk are painted in one of seven enamels, please choose which you prefer: Black, Blue, Green. **$5.95**

REA **Scrye Life Point Claw Counter** **$6.00**
Similar design as above, except instead of a 25mm wizard, a clawed hand clutches a gem. The counter goes from 0 to 40. Base Metal colors available are: White, Gold, Blue, Black, Red, Green, and Plain (Plain is $5.00)

REA **Scrye Cleric Life Point Counter** **$6.00**
Similar design as above, except instead of a 25mm wizard, a 25mm Cleric. The counter consists of two metal discs atop each othe, the upper one having a section cut out that lets you read the counter below. Using both discs, you can record numbers from -9 to 300. Base Metal colors available are: Blue, Green, Purple, Redd, and Plain (Plain is $4.00)

REA **Scrye Magician Life Point Counter** **$6.00**
Same design as above, except instead of a 25mm wizard, a 25mm Magician. Base Metal colors available are: Blue, Green, Purple, Red and Plain(Plain is $4.00)

REA **Scrye Woman Life Point Counter** **$6.00**
Same design as above, except instead of a 25mm wizard, a 25mm Fantasy Woman. Base Metal colors available are: Blue, Green, Purple, Red, and Plain(Plain is $4.00)

Roleplaying Games

Prices Go Down !

Almost every title in this roleplaying section of the catalog has had its price reduced by up to 20%. AD&D has come down 20%, Cyberpunk, ShadowRun, Heavy Gear, Earthdawn, Mechwarrior, Call of Cthulhu, etc, etc, have all come down 20%. Changeling, Werewolf, Vampire, Wraith, etc, etc have come down 10%.

Color Code

- New Item Now Available and in Stock
- New Item Not Yet Released

Aria

FANTASY A myth generation system that develops characters, cultures, myths and legends. **By Last Unicorn Games.**

ARIA RPG Aria, Canticle of the Monomyth, is a sophisticated environment-oriented fantasy roleplaying game of politics, cultural interaction, and subtlety. It is a game dedicated to playable realism on an epic scale. The legends and stories created in Aria affect the societies and cultures in which they occur. With 494 pages ! ! there are two sections in the book. Myth Creation with guidelines for creating mythic species, races, & cultures; Persona Creation, providing a compre-hensive outline for methodical Persona generation. $45.00

Aria Worlds This book contains guidelines to create your own fantasy world. Its system of society design enables you to create in detail a village, a manor, a market town, a kingdom or continent or world. $40.00

Ars Magica

FANTASY Roleplaying's most realistic and dynamic storytelling game of magic set in the 13th century. It allows you to play the role of power wizards. This is the 3rd Edition. **Atlas Games have taken over development and production of Ars Magica.**

ARS MAGICA 392 page softcover book, set in a dark vision of the medieval world, where superstitions are fact. You play a Magus, or are the companion of such a sorcerer, such as a mercenary, street-urchin, friar, etc. You journey forth to gather magical ingredients, delve into forgotten tombs, enter the realm f the faerie, and fight in the underworld. $45.00

Faeries Revised Ed There is a world that underlies Mythic Europe, a world of perfect beauty, living light, and dark horror - the world of the faeries. With legends and stories of mortals' dealings with faeries, faerie races and creatures, scenario ideas, etc. $28.95

Lion of the North The Loch Leglean Tribunal. Combines rich historical detail with colorful mythic material on medieval Scotland, a land where the Dominion is left behind and rumors hint of a dire threat to the Order itself. $23.95

Medieval Handbook A sourcebook on Europe of the 12th century, written in the hand of a monk, offering his perspective on the society & culture of the Middle Ages. Follows the monks journey through Europe, & details journeys, accommodation, an ideal village, manors, law courts, festivals, etc. $31.95

Mistridge Extensive detail about Mythic Europes Val du Bosque and allows players to create their own characters or assume the roles of powerful wizards who have lorded over the Covenent. $18.95

Mythic Europe Official setting of Ars Magica. Describes every facet of these harsh medieval times from Church intrigue to the machinations of petty kings. In this world you must persevere and survive, or falter and perish. $28.95

Parma Fabula GM screen & mini adventure. $15.95

Pax Dei The Infernal Realm of Mythic Europe, revealing previously unknown lore about the Divine Realm. $28.95

Tribunals of Iberia Extensive background info to the mundane and magical realms of Mythic Europe's Spanish peninsula. It is a bleak, war-torn land. 126 illustrated pages, including maps. $18.95

Tribunals of Rome Background on the mundane and magical realms of the Italian peninsula. 13th Century Rome is the heart of the Empire, the most magnificent land in Mythic Europe - & utterly damned. Powers of darkness rule, & mortals & mages fight amongst themselves shamelessly. 126 pages profusely illustrated. $18.95

The Wizard's Grimoire Magic supplement for Ars Magica. 172 pages for both players & storyguides. New laboratory rules, spells, magic items, vocations, & wisdom for Magus characters. $28.95

Battlelords of the 23rd Century

SCI-FI The system is designed for 2-8 players, who assume the part of mercenaries working together. The object is not to win - merely to survive the dangerous mission so you can live to see another.

BattleLords of the 23rd Century RPG 2nd Ed 256 page sci-fi RPG. The exploration of the universe is progressing at a fantastic rate. Huge mega-corporations run the Galactic Alliance from behind the scenes. The Twelve Races are even beginning to populate other galaxies. But the battle continues to rage, as they attempt to drive out the Arachnid presence. Strange reports of ghost ship sightings, robot warriors, and evidence of ancient human cultures all filter their way across to mercenaries such as yourselves. You can play a bounty hunter, swordsaint, changeling, alien. Losts of background history,etc. $21.00

Lock-N-Load 2nd Ed A 196 page supplement filled with some 2,000 peices of equipment. This contains approximately 50 weapon systems and every item from espionage gadgets to personal gear, eg, reactive armor, pulse cannons, cybernetics, stealth technology. Now your characters have a fighting chance to survive this dangerous world. $20.00

No Man's Land 2nd Ed One of the most dangerous regions of free space. A place where only the bold, desperate and dauntless travel. Battle the Cuontol, the Enidari version of the ninja, or uncover an assassination plot by the Black Monday Terrorist faction. In No Man's Land, Intrepids scramble to assit you while Yontacha seeks your "purification". Over 100 detailed worlds, dozens of NPC groups, 3 new character races. 128 pages. $14.00

Uncle Ernies Doom Minions All the monsters of the 23rd century are fully revealed here by the mad scientist, Uncle Ernie. Each monster is illustrated and described in full detail, including organic, inorganic, synthetic etc. Includes the fearsome Arachnids. 96 pages. $12.00

Galactic Underground II 96 page supplement offering six new races, including the Gemini space druid, Andromeni life force and the long awaited Ashanti warrior. Has a good look at the infamous Jaquassarious Pehntari, at his badest.

Condemned The Who's Who in the galaxies. The movers and the shakers, those leaders and personalities who are shaping the 23rd century. It's a compendium of aliens and individuals that you the warrior may encounter during their adventures. This is not a safe time to live! $13.00

Hell's Kitchen A companion sourcebook to No Man's Land, gives you over 100 more planets to explore in the Fornax Galaxy. Also includes the Xarian Confederacy, more information about the Arachnid menace, the krakeds, a race of arthropods currently maintaining a shaky peace with the Alliance, the Motaran Rift and its phenomena, etc. $12.00

Blood Dawn

POST HOLOCAUST The world has been devastated by nuclear and biological weapons, and is plunging into another dark age. **By Optimus Design Systems.**

BLOOD DAWN RPG A lavishly illustrated 240 page RPG of high quality. Billions of people died in an instant, evaporated in a thousand flashes of brilliant light. Now, sixty years after the holocaust the last vestiges of mankind crawl around in the radioactive hell that is the United States and Europe. In this desolate, post-apocalyptic world of Magic, Mutations, and Machines, you must rebuild civilization. The domed cities are filled with the rich and self righteous who hunt you for sport. Vile and malevolent creatures spawned in the radioactive nightmare hunt you for food. You are a superhuman - genetically and cybernetically altered, and sent forth on the mission to reclaim the Earth. But it's a deadly, deadly world out there, be careful and keep your team close together and weapons ready. $39.95

Bubblegum Crisis

BUBBLEGUM CRISIS RPG The year is 2032 AD, the world of the Knight Sabres, and MegaTokyo. Based on the popular Japanese anime series, this game is a fusion of cyberpunk and mecha slugfests. The book is packed with artwork from the series and source material on the world. Due Oct. More details later. $39.95

Castle Falkenstein

FANTASY A fantasy role playing game featuring dashing and galant heroes set in the Victorian Era of the 1870s, featuring the world as it was rumoured to be, including Jules Vern, Captain Nemo,etc. **By RTG.**

CASTLE FALKENSTEIN From the creators of Cyberpunk. When computer game designer Tom Olam found himself sorcerously shanghaied by a rogue wizard and a faerie Lord, little did he suspect that he would soon become the pivotal force in the struggle to control an alternate Victorian Universe. But before the dealy game could end, he would first have to battle gigantic Landfortresses, outwit dragons, romance a beautiful adventuress, and defeat the Evil legions of a Dark Count out to destroy him. This book is a novel and a game. It is an amazing journey into another universe a few steps from our own. a world of swashbuckling fantasy, high romance, and magical technology. This book has 224 pages, including over 100 pages of color plates. You need a two packs of playing cards to play. *Softcover.* $45.00

Comme Il Faut: A Host's Guide to CF Life in the Steam Age is a confusing web of restrictions, rules, mores, and manners. This book gives Players and Hosts alike a guide to living the Stylish Life in the neo-Victorian world of New Europa. Includes Modes, Manners, High Socerery, Alternate Rules & Clarifications, costuming, etc. $28.95

Steam Age The Chromebook (or Brassbook!) for Castle Falkenstein. Includes Captain Nemo's Nautilus submarine, Martian War Machines in Sussex? Airships, Prussian Steam Zeppelins, Landfortresses, Steam automotives, steam automatons, etc. etc. 104 pages. $21.50

Sixguns & Sorcerery America, 1876. Tom Olam has finally returned to the land of his birth, and finds it run behind the scenes by the Freemasons; Voudon haunts the Orleans Free State, Sam Houston is president of Texas, and the Twenty Indian Confederations rule the great plains. From there, things get rather...weird. $31.95

The Book of Sigils: Sorcerous Orders Inner mysteries of the Illuminatus and other sorcerous brotherhoods of New Europa. Learn the rituals, spells, secret lodges, etc. $23.95

The Lost Notebook of Leonardo da Vinci The secrets of Engine Magic revealed. The book which Tom Olam brought through the Faerie Veil to save New Europa with. Sorcery & technology meet in these pages. $23.95

The Memoirs of Auber Faerie The life story of Auberon, King of the Faerie Seelie Court. Indepth source materia on all the different types of Faerie, the history of the 5 Earths the Fae have visited, and more. Due Dec. 31.95

Call of Cthulhu

HORROR Beyond the comforting realms of society lurks an ancient and terrifying conspiracy - a sinister, eldritch mythos seething with malevolent desires. An excellent RPG! **By Chaosium.**

Call of Cthulhu 5th Edition A highly recommended atmospheric, gothic-horror RPG set in H.P. Lovecraft's 1920s Earth. A real treat for serious roleplayers. The 5th edition is completely re-typeset and illustrated, and features a wealth of supplementary material - it looks great. Features include 4 scenarios, The Dreamlands, forensic pathology, an entertaining historic timeline, an illustrated bestiary. $34.95

1990s Handbook A revision of *Cthulhu Now*, and also bringing Call of Cthulhu to the mid 1990s. New equipment detailed includes surveillance paraphernalia, computers, and lethal and non-lethal weapons. Role of the government, police, crime, etc. $20.95

At Your Door A 1990s campaign of six linked scenarios - a wealthy environmental organisation hire the investigators when a microbiologist disappears after reporting disturbing research irregularities. $31.95

Blood Brothers 13 casual adventures, each dubiously developed from old B-grade horror movies. 144 pages of fear and loathing? - not quite, but certainly a lot of distinctly farcical fun. $31.95

Blood Brothers II 9 terrifying tales for use with Call of Cthulhu. Each tale explores a horror genre depicted on the Silver Screen, & is specially constructed to be completed in one or two evenings. $31.95

Cairo Guidebook The Lure of the Nile. Set in the 1920s, there are dozens of scenarios in this book, with period maps, plans of ancient and modern structures, the sights of Cairo and excursions possible from Cairo. Though intended for roleplayers, the information in this book is genuine and accurate for the period, some found only here. $28.95

Coming Full Circle The little town of North Ashfield is not the kind of town where evil dwells. Yet it not only dwells, but it thrives. The ghosts of the past and the horrors of the present feed on the town. $28.95

Creatures of the Dreamlands Beautifully illustrated colour guide to 31 strange beasts. $23.95

Cthulhu for President Why vote for the lesser evil? It's 1996 and the horrors of the Presidential Campaign are once again upon the Americans. This President Kit includes a button, a postcard, a '96 yard sign, a full color 11x17" poster, a window sign, 8 page book of speeches, posters, a bumper sticker, & new vision booklet. $27.00

Cthulhu Live Yippie! Live action Cthulhu role play! Rules, handouts, examples, adventures. Due Oct. $34.00

Cthulhu XL T-Shirts Miskatonic Alumni $35.00
Cthulhu Tequila $35.00
Arkham Scrub $40.00

Curse of Cthulhu The Brotherhood is staging a comeback, and players must travel to San Fransisco, the Andes, Egypt, and Romania to find out who is responsible for a string of child murders & abductions. Reprints of the classic Fungi From Yuggoth & 3 other scenarios. $31.95

Dark Designs 3 adventures set in Southern England during the 1890s: Eyes for the Blind, The Menace From Sumatra & Lord of the Dance. Includes character generation & Keeper's notes for this period. $31.95

Encyclopedia Cthulhiana Since Lovecraft's time Cthulhu Mythos has grown exponentially, until it has become

increasingly difficult to keep track of, even for devoted fans. This book is the first major attempt in many years to provide a complete guide to Lovecraft's mythos. $17.95

Escape from Innsmouth A decayed husk of a coastal town slowly dies with its diseased citizenry, ruined by gold brought from South Pacific islands & a blasphemous pact. Features the epic Raid On Innsmouth, when the army storms the town. 160 pages. $31.95

Fatal Experiments Three 1920's adventures, the 3rd being extremely dangerous. Also details new and old weapons, such as custom made guns, eg, Duck's Foot Pistol. $31.95

Fearful Passages Nine adaptable adventures, each specifically designed around a 1920s mode of transport: aircraft, trains, dirigibles, canal boats, elephants, armored cars, diving suits, etc. $31.95

Horror's Heart A 1920s campaign set in Montreal. Priests, gangsters and werewolves galore while in truth the real horror of the Mythos lurks behind all. Due Oct. $20.95

Horror on the Orient Express A magnificent campaign that hurtles along on a nightmare journey from London to Constantinople, gradually unearthing fragments from an occult device of inestimable antiquity. Contains over 250 pages of text, plus handouts and great maps. $47.95

In the Shadows A disappearance, a plea for help, the strike of sudden madness. Three new mysteries lure the investigators into adventure. Each requires heaps of evidence gathering and is life threatening, requiring teamwork. $18.95

Keepers Compendium 80 pages, blasphemous knowledge and forbidden secrets of the Cthulhu mythos. An excellent book of background incl. forbidden books, secret cults, alien races, mysterious places. $20.95

King of Chicago Guide to Chicago in the 1920s, featuring background material & scenarios. Lose your sanity in Al Capone's home town ! 128 pages. Marseilles in France is also visited. $17.95

Mansions of Madness Five 1920s adventures, each based around an isolated building: Mr Corbitt, The Plantation, The Crack'd and Crook'd Manse, The Sanatorium, and Mansion of Madness. $28.95

Masks of Nyarlathotep 3rd Ed of the greatest epic Cthulhu campaign ever. This expanded revision includes all the original material as well as another classic scenario set in Australia. Also has three new episodes, new art, new maps. Sept. $35.95

Miskatonic University Provides a coherent setting and background for running investigations. Includes Welcome to the University, Exploring the Campus, Library and Exhibit Museum, Administrative Trivia, People at MU, etc. $19.95

Return to Dunwich Dunwich, once prosperous & thriving, is now a skeleton town where the secrets of the Mythos can be discovered by brave & enterprising investigators. With map & 2 adventures. $31.95

Sacraments of Evil Cor Guv'nor, I think somethin' slimy just et the butler. A horrifying collection of six gaslight scenarios. $29.95

Strange Eons Three adventures set in unusual times and places: in Rennaissance Spain during the logical, dread, and austere Spanish Inquisition; in a twenty-first century lunar outpost; and in Elizabethan England, among certain talented playrights. Six pregenerated characters are provided in each scenario. $23.95

Taint of Madness Sourcebook discussing the recognizable forms of insanity, the historical treatment of the insane, how the mad or the incompeent are handled, and what the legal complications of being classified insane may portend. $28.95

Terror Australis 1920s Australia & the Aboriginal Dreamtime. Includes 3 adventures: Pride of Yirrimburra, Old Fellow That Bunyip & City Beneath the Sands. $31.95

The Compact Arkham Unveiled A panoply of Arkham, circa 1928. It's business, scholars, skills, tomes of power, costs, relationships, criminals, cultists, and ordinary honest people are lovingly detailed and located, with frequent references to Lovecraft's writings. This is a revised 2nd edition of Arkham unveiled. $29.95

The Golden Dawn The most notorious occult society of Victorian England, the Hermetic Order of the Golden Dawn. Includes extensive source material including rules for astral projection and Hermetic magic, and four scenarios offering a look at the dark side of Victoria's empire. $31.95

The London Guidebook Explores London during the 1920s. Discover secrets and arcane facets of this fog-shrouded city of mystery. Explore the strange tunnels beneath the city. With scenario, maps. $23.95

The Stars Are Right Six cutting edge adventures of modern horror. Fractal gods invade from home computers, Y'Golonac stalks the homeless, San Francisco burns down, and worse! $31.95

The Thing at the Threshold A complete 1920s campaign in 3 chapters - in 1890 archaeologists discover some unusual Maori artifacts, a subsequent expedition triggers tragic future consequences. $28.95

Utatti Asfet A modern globe-trotting campaign. Investigators tavel from Tonga to Louisiana to the Sudan, and then back to Tonga for the climatic meeting with the "Eye of Wicked Sight". set in the 1990s. $32.95

Walker in the Wastes A 224 page book. In 1848 the Franklin Expedition vanished in the ice, searching for the Northwest Passage. Eighty years later, you and your associates travel to Northern Canada to research the disaster - and find yourselves launched in a globe-spanning race to defeat the terrible god of the icy wastes. A huge campaign of discovery and horror, for experienced Keepers. $31.95

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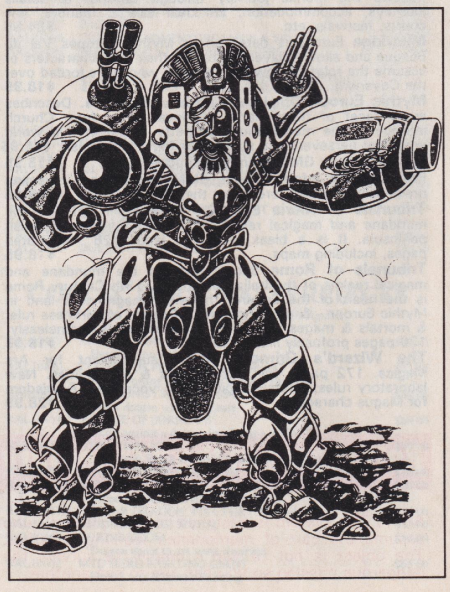

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SCI-FI A hyper-tech near-future of corporate wars, bioengineering, cybernetics, designer drugs, manic street gangs and a neon-frenzy computer netherworld - very atmospheric. A superb, fast moving RPG. **By R.Talsorian Games.**

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Deep Space 2nd Ed Near Orbit, updated to 2020, with report Mars exploration, maps of the O'Neil orbital colonies, moon colonies, more ships, & some Orbital politics. **$19.95**

Ecofront For Cybergeneration, an info packed journal outlining a specific aspect of the CyberRevolution. In this volume you get the basics on fighting the war for the environment, with information on various Eco-groups, the state of the ecology, and the tools of bioengineering. You can run a strike with the EcoRaiders, etc. Includes the new cyberevolved scouts. **$15.95**

Edgerunners Inc Wanted: Talented individuals possessing high-tech weaponry and grey to black cyberware for extraction, bodyguarding, asset acquisition, smuggling, investigation, demolitions, codecracking, repossession, counter reprossession, damaging corporate property, and engagement in other profitable but only remotely legal operations. **$18.95**

Eurosource Plus European sourcebook for the 2020s has been expanded. Still using European authors, the book is 50% larger than the previous edition. Features the education, vocation, & politics of the European Community; roles with a distinctively Euro-twist (these aren't your typical American solos and fixers), tons of background material on all the countries of Europe from Greece to Russia. Describes Euro high society, Interpol, crime syndicates, etc. **$28.95**

Eurotour `21 Six adventures with the Cyberpunk characters as bodyguards of mad Rockerboy Jack Entropy, as he tours Europe. Featuring Brit street scum, French goldenkids. **$17.95**

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FreeFront Fourth in the Documents of the Revolution series of sourcebooks. Takes a look at the political battle being waged by the CyberRevolution for control of the ISA. Learn the ins and outs of the democratic facade that is the new federal government and find the kinks in its armor to bring it down. Due Dec?. **$20.95**

Generation Gap The Cybergeneration referees handbook. With tips for players and GMs on how to run a campaign based around kids, source material about life in the ISA, and information about how to run a CyberRevolution campaign. Due Oct. **$18.95**

Hardwired Sourcebook of the high tech, low-intensity war between a ravaged Earth's persecuted inhabitants and the autocratic elite who reside in lurid splendor in the Orbital Platforms. **$17.95**

Home of the Brave Major sourcebook of the USA in 2020. Includes all 50 States, history of America's fall, the New America with work, education, religion, family, entertainment, etc; the Government, the Armed Forces organisation, history & equipment, creating military characters, & the state of the Union. **$28.95**

Land of the Free The first boxed supplement for Cyberpunk. Your team of edgerunners is hired to take a scientists daughter from New York to Night City - and so begins an adventure of betrayal, secrets, and danger. Nothing is as it seems. With a 120 page adventure book, 2'x3' map of the USA with all major cities, cardstock vehicle plans, business cards, clues. **$28.95**

Listen Up, You Primitive Screwheads - The Unexpurgated Cyberpunk Ref's Guide How to properly start a campaign, good character roles for non-solos, when your players are arrogant little...combat against an ex-marine, Uncle Mike's Dirty Tricks - notes from a thousand savage conventions, a simplified combat system for those who want one, an explosives system, indexed list of all the new skills & roles. **$15.95**

Live and Direct In the 21st century, no one and nothing has more effect on the people than the media, its creators, and its reporters. Military strength and economic might are hallmarks of nation-state and mega-corp alike, but it is influence - the ability to shape perceptions, opinions, and even emotions of billions of people worldwide - that ensures the power of the media. **$18.95**

MediaFront The nation's populace is fed an unending stream of propaganda and psychological sedatives via the myriad forms of electronice entertainment which permeate ISA culture. Can the Cyberevolved break the iron grip the government has on the minds of hte masses? For Cybergeneration. **$15.95**

Neo Tribes In 2020s America, the Urban Sprawls that seem to stretch on forever are dwarfed by vast expanses of open country, abandoned after the collapse. Areas once choked with cities and humanity are now home only to lonely ribbons of asphalt, , jackrabbits, and the Neo-tribes, nomads who have given up life under fluoescent light and eating pre-pack, in exchange for starlight and freedom and a life of riding the range, living their own way. **$18.95**

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Rache Bartmoss' Guide to the Net A 152 page complete guide of the net throughout the world. Includes AIs, Netwatch Icemen, Arasaka Dataforts, new software, lots of full color regional maps, new city grids, new dataforts impossible to crack, new netrunning options, an entirely new run - the MicroNet, & lots of full color artwork. **$23.95**

Rache Bartmoss' Brainware Blowout Like Blackhand's Weapons, this book gathers and presents all the software, cybermodems, and computers from all Cyberpunk books. Also stats from all the new stuff in the Netrunner Trading Card game. Due Nov. **$22.50**

Rough Guide to the UK Great Britain, the birthplace of Punk music, punk fashion, and Punk attitude. There's a Queen on the throne now but martial law still rules a quarter of the country. The book also covers media, society, a general overview of each administrative region, such as Scotland, Sussex, Wales, etc. **$18.95**

Solo of Fortune Sourcebook for Solos, with new rules, equipment, weapons, gang types, corporate extractions, etc. Remember, when you want to impress a booster gang leader, shoot one of his boyz under his nose - or even better-shoot yourself without showing pain! **$15.95**

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VirtualFront Rache Bartmoss returns from the grave again to lead the Cybergeneration on an invasion of the global computer net. For Cybergeneration. **$15.95**

Wildside Sourcebook on the man in the middle - the fixer. Lets you dive into the hi-rise world of financial factors, backstage manipulations of agents & managers, the info bros, specialising types of fixers, eg, lowlife Leeches, Go-Betweens, create your own "organisations', etc. **$18.95**

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DEADLANDS RPG The year is 1876, but the history is not our own. The American Civil War rages on, neither side able to establish a clear advantage. A large portion of California has fallen into the sea. The Sioux Nations have reclaimed the Dakotas. And the dead walk among us. Players take the roles of hexslinging Hucksters, Mad Scientists armed with weird, steampunk gizmos, deadly Gunfighters, fearless Indian braves and wizened Shamans. In 1863, a vengeful warband called the Last Sons unleashed the manitous (like Cthulhu monsters etc) upon humanity, and nothing has been the same since. A few relentless heroes have returned from the grave to battle the abominations of these new myths and twisted legends, and their mysterious masters, the Reckoners. **$42.50**

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HORROR/SPOOF A half serious, half slingoff RPG inspired by the X-Files and horror RPGs. **By Mind Ventures.**

DON'T LOOK BACK RPG 200 + pages, heaps of B&W illustrations. The modern world has become a repository for every whacked-out faction of the paranormal that ever graced the pages of a supermarket tabloid. Flying saucers roam the skyways, vampires stalk the streets, the US government funds mad scientists to experiment on its own citizens, etc. Players take the roles of anything from government agents like Mulder & Scully to private eyes to vampires or witch hunters. **$40.00**

Giant Psychic Insects from Outer Space As you can guess by the title, this adventure for Don't Look Back is a spoof. Seven foot praying mantises from another planet are using citizens of a USA town as lab animals. Your characters start the adventure waking up in an alien spaceship, being operated upon by the 7 foot tall psychic insects. The action never stops, nor does the flood of engaging nonsense. **$27.00**

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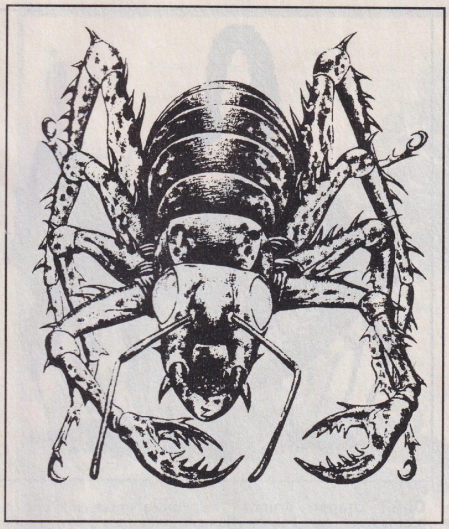

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2: Black Wizards A council of dark sorcerers has usurped the will of the High King. An army of ogres and zombies guided by Bhaal, the super-deity of death and destruction, threatens the Folk while the puppet king does nothing. $7.95

3: Darkwell Tristan Kendrick, newly crowned King, must forge a lasting alliance between the divergent peoples of the Isles. The druid Robyn must confront an evil that has infested the land itself. Will these two face the future as king and queen - or as enemies. $7.95

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3: The Halfling's Gem Assassin Artemis Entreri whisks Regis south to Calimport and into Pasha Pook's vengeful hands. If Pook can control the magical panther Guenhwyvar, Regis will die in a real game of cat and mouse. $7.95

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3: Waterdeep The search continues to the largest city in the Realms, where the characters believe the last tablet is hidden. However, one of the heroes has cast his lot with the evil gods, and his denizens await the others at every turn. $7.95

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Leaves from the Inn of the Last Home For reasons beyond the powers of my comprehension TSR have reprinted this nongamer's reference book, 256 pages of short stories, maps, recipes, songs, legends & other esoteric tidbits to tempt the truly dedicated! $20.95

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DRAGONLANCE: THE FIFTH AGE ADVENTURE GAME Magic has been transformed, the gods have left, and the Dragons rule! This game ushers in a new era of role-playing. A revolutionary new storytelling rules system not based on the AD&D rules allows anyone to experience the Fifth Age of Krynn. Key features are storytelling fate cards, a flexible system for creating your own magic spells, and new character races - minotaurs, centaurs, etc. Boxed set with three books, two decks of cards, and map. $39.95

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2: War of the Twins Escaping the doomed city of Istar, Raistlin, now a powerful wizard, casts a spell that brings Caramon & Crysania forward to his point in time. Then he intends to enter the Portal and challenge the Dark Queen. But too late Raistlin discovers he is caught in a time loop that will destroy him. $7.95

3: Test of the Twins Raistlin casts the magical spell that has cost him so much, and the portal opens...but at the same instant, Caramon operates the time travelling device. The fields of magic shift and collide. Caramon and Tas are flung off into an unexpected time and place where they make a horrifying discovery. Raistlin enters the Abyss to fight Takhisis. $7.95

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3. Galen Benighted Sequel to Weasel's Luck. Galen Pathwarden is still out to save his own skin. But when his brother vanishes, he foresakes his better judgement & embarks on a quest that leads to a conspiracy of darkness.

4. Land of the Minotaurs Kaz returns to the fierce society of the horned warriors, where he puts his life on the line when he challenges the emperor and a dark conspiracy. $7.95

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2: Kendermore A bounty hunter charges Tas with violating the kender laws of prearranged marriage. To make him return they took his uncle prisoner. He also meets the last woolly mammoth, and a crazy alchemist who pickles one of everything, including kenders! $7.95

3: Brothers Majere Much to Raistlin's irritation, Caramon accepts a job for both of them: they must solve the mysteryof a village's missing cats. The search leads to murder, a thief who is not all that he appears, and a foe who is not what Caramon and Raistlin expect. $7.95

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1: Kindred Spirits The reluctant dwarven hero Flint Fireforge is invited to the elven kingdom of Qualinesti, where he meets a young, unhappy elf called Tanis.When the elven princess Laurana declares her love for Tanis, a deadly rival frames him for murder. $7.95

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4: The Oath and the Measure Sturm grows from youth to manhood in Solace, guided by his absent father's Solamnic Code. Then he meets Caramon, and finds himself fighting the young warrior, much to Raistlin's delight. When Tas meets the three young men, he promptly adopts them, taking them home to Flint's house, where new friendships are born. $7.95

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2. The Dragons at War Companion to *Dragons of Krynn*, features a new collection of stories. $7.95

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RQ2 Thoughts of Darkness Bluetspur (great name - did someone trip over their typewriter?) is a land of endless night where lightning falls like rain, and an dllithid High Master is hatching vampiric mind flayers in an attempt to achieve immortality. $15.95

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RAVENLOFT NOVELS

The Ravenloft Series

1. Vampire of the Mists Jander Sunstar, an elven vampire, is pulled into the newly formed dark domain of Barovia and forms an alliance with Count Strahd, unaware the Strahd is the very enemy he seeks. $7.95

2: Knight of the Black Rose The cruel death knight Soth finds a way into Ravenloft, then discovers that it is far easier to get in than to get out - even with the aid of Strahd. $7.95

3: Dance of the Dead Larissa is a dancer on a riverboat that journeys to the zombie-plagued island of Souragne. The music is chilling, the captain is sinister, and Larissa must master the Dance of the Dead to save herself. $7.95

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14. To Sleep with Evil Focusing on the mystical Vistani fortune-tellers, this is a story of sorcery, passion and horror. A young bride becomes ensnared in a deadly plot of vengeance when a gypsy's curse reaches out from beyond the grave. $7.95

Miscellaneous

1. I, Strahd Sergei, young and idealistic brother to the war-hardened Strahd, loves beautiful Tatyana. But so does Strahd, who sees in her all the grace and beaty the war had robbed from him. To win her hand, Strahd will do anything, even enter a pact with Death and seal it with his brother's blood. Hardcover - $23.95Softcover - $9.50

Earthdawn

FANTASY Epic fantasy adventures in a medieval world, where the struggling peoples of the free races of Barsaive are pitted against the evil Empire of Throm as well as the monstrous creatures remaining from the Scourge. This game appears to be about the origins of the ShadowRun world, revealing the races before magic was locked away. **By FASA.**

EARTHDAWN RPG A 336 page hardback book detailing everything players and gamemasters need to adventure in the world of Earthdawn. The book features 48 pages of color plates showing the different disciplines and races available to players, as well as many of the supernatural creatures. The history, cultures, and weapons of the various races are covered, as well as the cloud-ships of the Empire. Players can be elf archers or troubadours, ork beastmasters or cavalry, dwarf elementalists or weaponsmiths, human illusionists or nethermancers, troll sky raiders, T'skrang swordmasters, Windling theives, Obsidian warriors or wizards. Includes 18 full color treasure cards.
Hardcover $43.95 Softcover $31.95

Adept's Way Adepts are heroes of Barsaive, fighting to restore the Scourge-ravaged world to its former glory. The magical disciplines they follow grant them fantastic powers and abilities that they use to fight corruption. A warrior, for example, sees life as a battlefield, and wields sword and shield with magical brilliance. $28.95

Barsaive Campaign Set Boxed set including 36 creature & treasure cards, poster map, a Guidebook to Barsaive, and a GM book with creatures, treasures, important people & legends. $39.95

Blades This adventure leads the PCs across Barsaive in search of the Key Knowledge to empower the Blades of Cara Fahd, magical daggers originally wielded before the Scourge. But the characters learn that within the Blades is a power so dangerous that it threatens all life. $23.95

Creatures of Barsaive The Horrors are not the only threat to those who travel across Barsaive. The wild creatures of the land, some twisted by the Scourge into living nightmares, pose dangers to the adventurer unlucky enough to cross their path. The beautiful Death Moth, with its fatal sting, the pangolus, who can disembowel a troll with one swipe of its claws, etc. 50 creatures. $28.95

Denizens of Earthdawn Vol 1 Includes heaps of full color plates, this 128 page book describes the elves, humans, t'skrang, and windlings in detail, and provides race-specific disciplines, new talents, and special rules for playing each race. $28.95

Denizens of Earthdawn Vol 2 An in-depth description of dwarves, obsidimen, orks, and trolls (such as Fluffy Turnbulls, Bob Floppers - just kidding) & how they fit into society. $28.95

Earthdawn Companion Guidelines for advancing characters beyond limits set in the rules. Has 50 new Talents, 40 new spells, a system to create new original character disciplines, rules for playing questors and Lightbearers, rules for ship combat, etc. $28.95

Earthdawn GM Pack GM Screen, sheets of treasure cards, a full length adventure, & campaign guidelines. $19.95

Earthdawn Survival Guide Characters in Earthdawn face all manner of challenges and peril every day, ranging from encounters with Horrors and their spawn to dealings with the ork scorcher tribes. Due Dec. $28.95

Horrors The Horrors, abominable creatures from the darkest depths of astral space, are some of the most powerful and destructive beings ever to roam the world. Though the end of the Scourge sent many of them back to the hell that spawned them, several of the strongest and most dangerous remained behind... $28.95

Infected An adventure in which the players race against time to save a young girl accused of being infected by a Terror by members of the Grim Legion, who have placed the village under quarantine. But where are her powers coming from? Can you save her and her village? $15.95

Legends of Earthdawn Vol 1 Offers players and GMs 30 legends told among hte people of Barsaive, involving heroes, Horrors, and legendary magical treasures. This book also provides suggestions for creating adventures based on each of the legends. Statistics are included for Horrors & Magical Items. $15.95

Legends of Earthdawn Vol 2: The Book of Exploration Offers adventurers a wealth of info by posing questions, recounting legends, offering clues to ancient puzzles, describing both unimaginable depravity and selfless sacrifice, and many tales of exploration. $15.95

Magic: A Manual of Mystic Secrets Expands the use of magic and provides rules for using magic in previously unexplored ways. In addition to offering a spell design system, this book describes new uses for thread and blood magic, and new rules for enchanting and creating magical items, summoning spirits and exploring astral space. $28.95

Parlainth: The Forgotten City Once the Theran provincial capital, this city is an overgrown sprawl of crumbling towers and moss covered temples. But there hidden are countless treasures, magic, & secrets. Boxed. With a 144 page book detailing the city and explorers' outpost of Haven, options for exploring the ruins, etc. There are fragments of first hand info about the ruins in the form of documents, a map, & 18 cards. $39.95

Parlainth Adventures Four grueling adventures which take characters from the frontier town of Haven through various areas within the ruins of the Forgotten City. For characters of Circles 2-5. Includes a Slumbering Horror awakening to malevolent life and turning Haven into a seething cauldron of violence into chaos; an ancient Theran treasure; & undead. $15.95

Prelude to War Of late Barsaive has remained a fairly stable, safe and secure place. Those days are coming to an end, as a number of events that promise to change the face of the province forever begin to unfold. Due Nov. $24.00

Shattered Pattern An elderly elf asks the characters to discover his lost name and identity, but the truth leads to much more than the characters suspect, as they find themselves caught between the forces of the Horror and a Dragon. $15.95

Sky Point and Vivane The city of Vivane is the Theran Empire's last foothold in the province it once owned. Hundreds of feet above Vivane, supported by vast stone pillars, is the fortress known as Sky Point, the centre of Theran Military power in Barsaive. It commands a vast fleet of armed airships and massive, floating citadels, all capable of wreaking untold destruction. Boxed set. $39.95

Sky Point Adventures From a search for stolen jewels belonging to a Theran Noble houes, to a sinister plot to magically control the minds and wills of captured slaves. Three adventures. Due ??? $15.95

Terror in the Skies The trading companies of the city of Travar are being plagued by sky-bound Horrors, & the group of PCs are helping defend the cities airships before being sent on a quest. $15.95

The Mists of Betrayal When a group of heroes are hired to deliver a payment to the Elven Court, they learn the corruption of the Elven Court extends into the heart of Barsaive. $12.95

The Serpent River Though the five trading houses of the t'skrang control the Serpent River, even they cannot protect travellers from the menacing creatures that lurk in its depths and the pirates who plague its banks. $28.95

Throal: The Dwarf Kingdom The mighty dwarf kingdom from the bustling, noisy Grand Bazaar to the majestic chambers of the Royal Hall, this kingdom encompasses seven cities full of people from all walks of life; dwarf merchants, ork tavern owners, t'skrang swordmasters, windling thieves, etc. With adventure hooks and heaps of background information. $31.95

Throal Adventures Adventures set around the Kingdom of Throal, from intrigue to clashes with authorities, criminals and Horrors. $18.95

EARTHDAWN NOVELS

6. Shroud of Madness Cassian, a Theran official, is sent to the city of Vivane to investigate the brutal murders and mysterious suicides of sevearl nobles and their children. There he uncovers a blood-magic cult deep in the heart of the city, where one member is trying to destroy anyone connected to her bloodline. $3.95

7. Lost Kaer Kaer Moar's depressed inhabitants believe the Scourge still rages outside the protective walls. When Delain discovers that the keystone responsible for warding off Horrors is damaged and that the magical device created to signal the end of the Scourge has not moved in years, he vows to save the kaer - but the thing lurking in the shadows won't let them go without a fight. Due Nov. $7.95

Elric

DARK FANTASY The brutal world of the Young Kingdoms, a realm where decadent empires crumble as bold new nations gain in power. Based on Moorcock's books. **By Chaosium.**

Elric! RPG A new and complete roleplaying game set in the Young Kingdoms. This game replaces Stormbringer. It features streamlined combat, a cast magic system, summonings, and a rich background from the Elric Saga. With 158 pages, featuring a new map of the Young Kingdoms. $31.95

Atlas of the Young Kingdoms Vol 1 Discusses the Sighing Desert, the Weeping Waste, heavenly Tanelorn, horrible Nadsokor, the ancient evil of Org and the Forest of Troos, free-trading and progressive Ilmiora. We learn histories, products, attitudes, customs, etc. $28.95

Castle Of Eyes Novel A novel of dark fantasy by Penelope Love, Australian author of many scenarios for Elric and Cthulhu. $19.95

Elric Screen 6 panel screen plus loads of goodies: 4 rules reference cards, bookmark with index, new character record sheets, 11x17" map of the world, & the Curse of Chardros, a complete scenario. $23.95

Melniboné The Bright Empire has ruled the world for 10,000 years, but now its people lie sunk in introspection and dreams. A sourcebook about the Dragon Isle and the Dreaming City, with 3 scenarios. $31.95

Rogue Mistress Tricked by a cruel sorceress, the adventurers are thrown into a quest that encompasses

seven strange worlds. Aided by a feisty buccaneer, and a few doom-laden NPCs, they begin to plot their vengeance. An excellent series of adventures that builds up quite a bit of momentum. $23.95

Sailing on the Seas of Fate All the information needed to expand your campaign across the mighty oceans of the world. Ship and sailing rules as well as adventure ideas. $18.95

The Bronze Grimoire The magical supplement includes new enchantments, powerful additions to spells, a discussion of elementals, & disturbing new demon breeds. $18.95

The Fate of Fools Two complete adventures set in the Young Kingdoms. Can you resist the advance of the Lord of Ennui? $17.50

The Unknown East Twelve thousand years ago a strange people settled an Island, changed the world and changed themselves. Melnibone and her chaos patrons warred against the Menastrai, supporters of the balance. The Menastrai fled to unknown eastern lands, where they build great kingdoms. But now Melnibone has found them again. $28.95

Fading Suns

SCI-FI Set in mankind's far future, where a new dark ages has fallen. **By Holistic Designs.**

FADING SUNS RPG It is the dawn of the sixth millennium after Christ and the skies are darkening, for the suns themselves are fading. Humans reached the stars long ago, building a Republic of high technology and universal emancipation - and then squandered it, fought over it, and finally lost it. A new Dark Age has descended upon humanity, for the greatest of civilisations has fallen and even the stars die. Now, feudal lords rule the Known Worlds, vying for power with fanatic priests and scheming guilds. 270 illustrated pages rich in background and information, as well as a star map. $40.00

Fading Suns GM Screen & Weapons Compendium A sturdy screen with charts and tables, complete with weapons and armor lists and more. Includes a fully illustrated Weapons Compendium detailing the wide variety of Known Worlds weapons, from splinter swords and cluster guns to the more exotic Symbiot guns. $19.00

Feng Shui

SCI-FI/FANTASY Time travelling martial artists battle an endless horde of evil men and creatures bent on changing time to suit their own ends. A bit like the movie *Timecop*. **By Daedalus Entertainment.**

FENG SHUI SHADOWFIST RPG The true power of feng shui is known only to a few - too bad they all want you dead. Bad guys are coming out of the woodwork to wage the secret war. Powerful eunuch sorcerers from ancient China to modern-day conspiracy masterminds to cyber-demonic scientists from the future. They have almost won: portals through time lay bare a secret history of our world, a history that is now constantly being changed like the breeze, and so could erase you without you even knowing it. There's only one thing between these monstrous powers and complete control over all humanity - you and your group of secret martial artist warriors, with your kungfu skills, spells and chi, and modern day weapons. This RPG is based on the ShadowFist trading card game, and consists of 286 full color profusely illustrated pages full of background. $47.95

Marked for Death With five tales of the secret war, ready to spring on the players. Can they defeat a powerful demon lord..or two? Are they up for an incursion into the home turf of the Architects of the Flesh? Do they know their way around the Netherworld? With lots of cool fight scenes, great settings, etc. $20.95

G.U.R.P.S.

GENERIC An elegant system, with supplements for every type of RPG genre that can be linked to the basic mechanics without the need to learn a new set of rules. **By Steve Jackson.**

GURPS BASIC RULEBOOK 3rd Ed. 256 page softcover - contains all the necessary mechanics, including magic, advanced combat, psionics, character creation, record sheets, etc. $31.95

GURPS Alternate Earths Travel the Confederate States of America by dirigible, battle the Aztec Jaguar Knights in their conquest of Europe, join the American resistance against Nazi occupation, march with Roman legions in their campaigns in the New World. $28.95

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GURPS CthulhuPunk A new frightening roleplaying world that contains the horror of Cthulhu with the dangerous, dark world of Cyberpunk. $31.95

GURPS Cyberpunk An accessory for playing Cyberpunk with GURPS. $31.95

GURPS Dinosaurs Giganotosaurus, the largest carnivore to walk the Earth, packs of Deinonychus, the "terrible claws"; Triceratops, armed with shield and spears; Ankylosaurus, the living tank; the fearsome Tyrannosaurus Rex...their fossil bones inspired myths of dragons and other monsters. Their images still terrify us today. Visit their world - or have them visit yours... $28.95

GURPS Fantasy Folk 2nd Ed From the tiny winged Ellyllon to the treetop-tall Giants, this book brings 24 nonhuman fantasy races to GURPS. $31.95

GURPS Goblins The first full color GURPS supplement. This is an adults only humorous look at 1830 Georgian London. This culture is infested with goblins, devious, evil creatures which includes gnomes, hobgoblins, trolls, ogres, giants, etc. They come in whatever shape, size and color they please. $31.95

GURPS Greece Quest through the Heroic age of legends, with Heracles, Odysseus, Medusa, Achilles, the nine headed Hydra, Harpies, the Minotaur etc, or campaign in historical Greece. This supplement covers both in detail. $31.95

GURPS High-Tech 2nd Ed Weapons and equipment through the ages, from the ascendance of gun powder through the modern era. 128 pages. Includes rules for loading, firing, and special weapon and ammo characteristics. Includes personal armor, heavy weapons, explosives, communication and vehicles, medicine, and tools. $31.95

GURPS IOU About the Illuminati University. What does the 'O' stand for? You are not cleared for that information. A highly humorous book, which includes Campus Rules, such as: 6} No black holes on campus. Except small ones on pizzas; 7} No antimatter on campus, ethier, Even on pizza; 8} Destruction of the Earth, the Sun, or other Solar System objects requires the written permission of the Arch Dean! $31.95

GURPS Martial Arts 2nd Ed Rules for over 50 different armed and unarmed fighting styles, including historical and modern styles, science fiction and fantasy styles. Each style is presented in realistic and movie forms. $31.95

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GURPS Supers 2nd Ed Costumed crusaders fighting against forces of evil. Now you can custom build the super character of your choice. You can duplicate your favorite comic-book hero or design almost any super ability you can think of. Each hero and villain you develop is fully defined in both power and personality. $31.95

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GURPS Vehicles 2nd Ed To win the race you don't necessarily have to have the fastest car, but it sure helps. Streamlined rules for building any kind of vehicles, including spaceships. $31.95

GURPS Warehouse 23 Scores of bizarre items - and the ultra-secret facility that stores them. This warehouse is like "Area 51" or "Hanger 17", being a government installation hiding the truth from the public. Due Dec. $28.95

GURPS Werewolf Allows you to play Werewolf with GURPs rules. $31.95

HarnMaster

FANTASY A fantasy world with an extensive, rich background. **By Columbia Games.**

HARNMASTER RPG 2nd Ed The long awaited 2nd Edition rules for the Harnworld fantasy world setting. This detailed, realistic, and common sense rule system, produced with unmatched quality, has few equals and no superiors. More details next catalog. $49.95

HarnMaster Pilots' Almanac Details later. $25.95

HarnMaster Character Sheets Details later. $10.50

HarnPlayer Details later. $25.95

HarnMaster Magic Details later. Due Nov. $37.95

HarnMaster Religion Details later. Due Feb'97. $37.95

HarnMaster Bestiary Details later. Due May'97. $63.95

HarnMaster Military Details later. Due Jun'97. $37.95

HARNWORLD: The Misty Isle This is a fantasy world setting. It is very popular due to the great detail and extensive background information. More details later. $32.50

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Kiraz: the Lost City More details later. $15.95

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Castle of Orbaal More details later. Due May'97. $20.95

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100 Bushels of Rye Adventure. Details later. $12.95

Curse of Hlen Adventure. More details later. $20.95

Nasty, Brutish & Short Adventure. Due Nov. $20.95

Heavy Gear

SCI-FI A new game from Dream Pod 9 and Janus Publications, being the RPG of the excellent Heavy Gard card combat game. The world is heavily inspired by Japanese anime and manga.

HEAVY GEAR RPG This book includes the rules needed to play the game plus some basic information on Terra Nova and the rest of the Heavy Gear background. The rules allow play either as a RPG, a tactical tabletop wargame, or a combination of them both. The game is set in the year 6132. The 240 + page rulebook includes tons of stunning art of mecha, etc, basic and advanced rules, a vehicle construction section, sample units of soldiers, etc. The world Terra Nova was settled a thousand years ago, but now is isolated from Earth after the collapse of the Human Concordat. Two confederations exist on Terra Nova and apart from beating off invasions from imperialistic Earth, they totter on the brink of world war, with constant border clashes and raids. Aircraft are rare due to horrendous weather, and there are few seas, so warfare is restricted to ground units such as Heavy Gears: suits of body armor making an infantryman into virtually a small vehicle; light and heavy tanks, striders, grunts, etc. $47.95

Duelist's Handbook The ritualised and violent world of Gear dueling. Examines the duties and lives of military, professional and underground duelists, and features three new Gear models, new weapons, new perks, and detailed rules for small scale tactical combat. The city-state of Khayr is detailed as well as 7 PCs. $31.95

Heavy Gear Character Compendium Personalities and archetypes for GMs to spice up their campaigns. Each character has adventure seeds and links with one another. Also has NPC generator. $31.95

Heavy Gear: Desert Maps (4) Two each of two 15" x 19" color maps of desert, with 1" hexes. $17.95

Heavy Gear Field Guide: Northern Vehicles # 1 This 48 page volume provides 18 of the most common Heavy Gears used by the armed forces of the Nothern Hemisphere. Six new vehicular weapons are also examined in depth. Ready to play record sheets and 24 gorgeous full color counters of Heavy Gears are provided. $21.50

Heavy Gear Field Guide: Northern Vehicles # 2 48 pages of 18 new vehicles and mecha etc used by the Northern Hemisphere forces, including a new stealth fighter, two new striders, 8 new mecha, new tanks, etc. $21.50

Heavy Gear Southern Republic Army List At look at the power behind the might of the Souther Republic. History, ranks, traditions of the armed forces, stats on new republican vehicles and equipment. Due Nov. $29.95

Heavy Gear Field Guide: Southern Vehicles # 1 This 48 page volume provides 18 of the most common Heavy Gears used by the armed forces of the Nothern Hemisphere. Six new vehicular weapons are also examined in depth. Ready to play record sheets and 24 gorgeous full color counters of Heavy Gears are provided. $21.50

Heavy Gear Field Guide: Southern Vehicles # 2 Eighteen new vehicles and over 30 stunning full color counters, including new weapons such as the Panzerfausts, a stealth fighter, new striders, new mecha, new AFVs. $21.50

Heavy Gear Gamemaster Starter Kit A stunningly produced accessory for Heavy Gear, including a three fold GM screen with all the important tables; a 48 page booklet containing a ready to run adventure with a full cast of PCs and NPCs; two new Heavy Gears; blank character sheets; 4 16x21" color maps (2 of desert, 2 of woodlands); nearly 100 stunning counters including 24 Heavy Gears, 16 APCs, 2 striders, 16 infantry, 27 speed markers. $40.00

Heavy Gear GM Screen & Counters Same screen and counters as above, but without the booklet & maps. $22.50

Into the Badlands Sourcebook Info on the people of the Badlands. Focuses on people and events, and emphasizes how their relationships are changing with the move to war. Includes Paxton Arms, new settlements, Rover Gangs, Northern and Southern Forces, Semi-Legendary Sand Riders, etc. $21.50

Mini Heavy Gear This is like the old Mini Car Wars. It is a complete game of Heavy Gear mecha combat, printed on a full color, double sided sheet, which includes shortened rules, 8 counters of heavy gear, rules, and a small map. It plays by itself, you don't need any other rules. (You need a few D6 dice.) $2.95

Northern Vehicle Companion All the Northern vehicles found in the Heavy Gear books, as well as brand new Heavy Gear designs, along with background information on the Corporations making the Heavy Gears. Due Jan. $38.95

Southern Republic Army List Looking at the might of the Southern Republic. Describes history, ranks and traditions, with game stats for new republican vehicles and equipment. Due Dec. $30.00

Southern Vehicle Companion All the Southern vehicles found in the Heavy Gear books, as well as brand new Heavy Gear designs, along with background information on the Corporations making the Heavy Gears. Due Jan. $38.95

Tactical Air Support Covers everthing not included in the primary rulebook, from air war tactical rules (movement, special maneuvers, altitude) to dogfighting (one-on-one aircraft combat). It also includes all the necessary aircraft design and maintenance rules, new weapons, new perks, flaws, and twenty different aircraft types, and NPCs. $26.95

Tactical Field Support Includes advanced rules for artillery, minefield and field engineering, as well as a skirmishcombat system. New vehicular weapons, new infantry types, new vehicles. Due Nov. $30.00

Technical Manual Provides full background and development info, technical illustrations; complete rules for using, repairing and modifying Heavy Gear technology. 23 new ammo types. $31.95

Terra Nova Sourcebook Complete and gripping history of the Heavy Gear universe, from mankind's early steps in space to the terrible War of the Alliance; an extensive examination of Terra Nova's characteristics from geology to hydrography and each regions flora and fauna; a listing and description fo all city states; heaps of NPCs; cultures and lifestyles; a listing of planets colonized by man in the 62nd century, etc. The entire book is beautifully illustrated in B&W. $31.95

Woodland Maps (4) Two each of two 15" x 19" color maps of woodlands, with 1" hexes. $17.95

Heroes Unlimited

SUPERHERO A good moderate-complexity system that is fully compatible with Ninjas & Superspies, Beyond the Supernatural, TMNT & the Palladium RPG. **By Palladium.**

HEROES UNLIMITED 248 page softcover with chapters on creating characters, skills, combat, aliens, bionics, experiments, hardware, vehicles, magic, mutants, physical training, psionics, robotics, special training, determining super abilities, equipment, weapons, character sheets, etc. and more! $31.95

Aliens Unlimited 192 pages + sourcebook packed with aliens, mutants, cyborgs, power armor clad troops, robots, and superbeings from across the universe. With 84 specific alien character races, high tech weapons & equipment, an evil alien empire & other villains, rules for space exploration, heaps of artwork. $31.95

Mystic China The darker side of oriental mysticism, martial arts and ancient gods. Hidden sanctuaries, monasteries, and strongholds preserve ancient arts and knowledge to fight evil. 192 pages. $31.95

Scraypers On a world totally covered with huge skyscrapers, aliens have come and placed it under siege. The superheroes have got together to try to expel the aliens, but supervillains are both aiding the aliens, and attacking both the aliens and superheroes. 192 pages, including the evil aliens in detail, assassins, bounty hunters, etc. Due Nov?

Villains Unlimited Features combat clarifications, 4 new Minor Abilities, 15 new Major Abilities, creating organisations with 3 examples (S.C.R.E.T., Brotherhood of Armageddon & The Dark Tribunal), 2 Super Team plus the Sentinels of Liberty & Justice, 13 villains, and 3 adventures. 224 pages.

Hidden Invasion

HIDDEN INVASION RPG A RPG based on actual reports such as Project Bluebook, X-Files, etc. The activities of the aliens are hidden, carried out with private, unknown agendas. Info is included on the alien races active on Earth, their technology, underground bases, their human co-conspirators, groups they influence and control from a distance, etc. Uses an innovative cinematic adventure system created for ease of play and versatility. 150 + pages. $35.00

HOL

HOL Human Occupied Landfill. An Adults Only roleplaying game set in a future gone wrong. **By White Wolf (Black DogGame Factory)**

HOL Human Occupied Landfill. An adults only RPG full of offensive language and content. Set in a future slum-type setting, a virtual junkyard becoming the site of human occupation, possibly on another world long since colonised. If you want to know more, buy the book, because the whole thing is hand-written with innumerable handwriting styles which cause my eyes to want to look elsewhere. The book says it is a Science Fiction RPG for gamers who've had a really bad day. $25.95

Buttery wHOLesomeness Well, I'm looking at the pages of hand written notes and rules and I'm trying to work out what this book is. It appears to cover character creation, pregenerated characters, new skills, stuff on sidekicks, lots of armor and lots of weapons. $17.95

Immortal

FANTASY A game about immortal spiritual beings who have lived throughout human history, much like the Highlander movie. **By Precedence Printing.**

IMMORTAL The Invisible War RPG You were there when the Sanguinary fled the crucible, when the Sphinx was not stone by flesh, when Paris slew Achilles before Troy, when Arthur wept, betrayed. You knew the painter Adolf who set out to "purify" the world, the sniper whose bullet claimed Kennedy's life. The age of innocence is ended, and immortal beings are awaking everywhere throughout the world, each striving to rediscover the secrets of their own fantastic past. 288 page book full of color photos & heaps of background info. $35.00

Immortal Dracul The secrets of Pride Dracul revealed: new Dracul abilities and background, Dracul's war-torn history, its Great Houses, adveraries, Bushido Pathwalkers and Ninja Shadow Warriors, the Forbidden City, etc. $28.95

Immortal Pilot Pack Includes a three fold Narrator's Screen, 12 full color character record sheets, a 32 page adventure called Project Looking Glass. $18.00

Immortal Serenades A definitives guide to the mystical powers of immortal beings, including fully revised and clarified rules for voicing serenade powers; the secret serenades of each of the thirteen immortal prides; over 75 never before published mystic powers, etc. $27.00

Dream Stroke Millenia have passed since the world shaping power of the first tryst was imprisoned inside a hidden mantle universe. Now a ravishing immortal is compelled by dreams she cannot explain. A master stroke of revenge is about to fall, and only you stand in the way. $18.00

Lost Trinity An epic script presented in three acts, with over 35 different scenes, as well as a CD audio soundtrack and full color map. Three primordial powers have been summoned to Earth - Leviathan, Rukshasa and Sharakai, the Spirit Dragon. Can your group of players overcome the temptation of ultimate power and the power of these three entities? $39.00

The Shapeshifter's Manual Within every immortal heart is chained an ancient beast, a feral passion that struggles eternally within its bonds, snarling for release. Vampires, lycanthropes, shapeshifters of every kind. Their secrets and yours are revealed. $27.00

Inferno

HORROR Another End of the World RPG, where players work for heaven and fight against the forces of hell, or visa versa. **By Death's Edge Games.**

INFERNO RPG Challenge evil in its truest form as you brave the unspeakable horrors of Inferno. Dare to explore the nightmarish realm of Fallen Angels. You can be a priest looking for innocent souls abducted by evil; struggle as one of the damned to redeem your soul; or play as a demon as you try to claw and murder your way to the top. Magic items, spells, brutal and comprehensive combat rules. $23.00

Gods of Hell Imprisoned from the dawn of time, they sit watching and waiting. Hungarily they eye a world that could have been theirs. You can now challenge the netherworld in ways never before dared. Has 13 new races, new weapons, demon culture, powers of the fallen, etc. $27.00

Out of the Abyss A demon castle stands empty, its final battle unfinished, its master lost. The secrets of the castle beckon adventurers to solve them. Learn the machinations of Satan as you struggle to solve this adventure. $16.00

In Nomine

ANGELS VS DEMONS Set in today's world, angels and demons battle it out for the souls of mankind. **By Steve Jackson.**

IN NOMINE RPG The much awaited RPG of angels and demons in a perpetual battle for the future of mankind. Based on two French RPGs. More details later. Dec. $49.99

Kingdoms of Kalamar

FANTASY SETTING A complete fantasy setting for use with other Fantasy RPGs, such as Rolemaster or Webs or AD&D, etc.

Kingdoms of Kalamar This brand new boxed set is a complete fantasy campaign setting, the lands of Tellene, a world filled with powerful sorceries, strange races, clashing armies, deadly politics, chivalrous heroes, scheming villains, and much more. Set includes a 100 page book of a history of the peoples and nations, including the vast savanna of the Drhokker Horse-lords; a 88 page guidebook of deities and religions, secret organisations, etc; and a full color 36" x 48" map, one of the finest I've seen. You can use this setting with any fantasy RPG. (It cannot be played by itself.) $30.00

Tragedy in the Brodeln Tragedy in the House of Brodeln is an adventure/accessory for Kingdoms of Kalamar. The Duke is assassinated, the Prince has disappeared, and his son is threatened. You have to find the Prince, and your search will take you through a town, wilderness, and a dungeon, all covered in great detail. Includes 56 pages of background, NPCs, etc, player aides, 8 maps. 11.00

Kult

HORROR A horror RPG set in today's world where demons and angels are real and God has departed to leave man to his own devices. **By Metropolis.**

KULT RPG This is a contemporary horror role playing game, and is not recommended for players until 16 years of age. The game takes places in the reality of today, but reality is not what we think. The world is dark and dangerous and nothing is as it seems. The true world, invisible to humans, is ruled by spiritual creatures who dominate behind the false facades, our prison wardens and torturers. With rules for creating PCs including abilities, dark secrets, advantages, disadvantages; rules for encountering terror; advanced and realistic combat rules; comprehensive, logical magic system; a consistent background to help you recreate different horror atmospheres. The illusion and dark reality are described in detail, together with the creatures and cults who lurk behind the veil. 39.95

Taroticum A series of adventures and encounters which carry the characters from London to Inferno and to the Void at the center of all things. $19.95

Legions of Darkness Information about twenty cults and organizations, maps of their headquarters and meeting places, and descriptions of more than a hundred people, gods and monstrous creatures who inhabit the world of Kult. $19.95

Macho Women with Guns

Spoof A sling off at other RPGs and common sense in general. **By BTRC.**

MACHO WOMEN WITH GUNS RPG 2nd Ed I'm extremely embarrassed by this, but it's true. Macho Women is back in stock. If you are tired of storytelling and diceless angst, and just want to go out and blow the living daylights out of something, Macho Women is the way to go. All the bad things are rolled into this one tasteless volume of 72 pages, with lots of new rules, cook artwork, and literally thousands of words arranged into marginally coherant sentence. $11.00

Mage

DARK FANTASY Third in White Wolf's imensely popular series. The players take the roll of magicians in a modern day setting. As always, the emphasis is on role play, not rule play. **By White Wolf.**

MAGE 2nd Ed A world of mystery and awesome conflict, where modern wizards wage a battle for reality itself. Against the shadowy Gothic-punk backdrop, mages with vision, purpose and mystick power strive to force back the hand of darkness and the rigid will of the Technocracy. Sinister Nephandi, wild Marauders, implacable Technomancers and the enigmatic Umbrood oppose your every step, but the ultimate enemy in this War for worldwide Ascension is within. Do you control your power or does it control you. This 2nd Ed hardcover updates two years of rules additions, and has greater background. $44.95

Ascension's Right Hand Explores the often neglected world of mage's mortal partners: the custos. They are the acolytes, familiars, servants and sidekicks who follow mages on their mystic pursuits. And they are much more than simple allies - often saving the mages from destruction. $23.95

Beyond the Barriers Pass through the Gauntlet, wander past the Penumbra, and encounter an infinity of worlds floating just beyond consciousness. Heavens, hells, paradox realms, chantries, umbral reflections and mysterious Zones spin in the unmappable dance of creation. Due Dec. $34.95

Book of Shadows The Mage players guide, including new Traditions, rotes, talismans, Abilities, merits, flaws, in-depth truths about the factions of magic & the Path of Ascension, expanded rules for magic, foci, familiars, etc. $28.95

Celestial Chorus Tradition Book. The sacred Song of the One beckons these holy mages to add their voices to the world's salvation. Are they blind prophets or the harbingers or Ascension. $15.95

Cult of Ecstacy Tradition Book. The wild Cultists smash aside the barriers of law, culture & time itself searching for more ecstacy, & they reach inner truths or obliteration in response to their efforts. $15.95

Destiny's Price An adults only unflinching look at the mean streets of the post modern world. It's not a pretty sight. Loaded with info, atmosphere, references, characters, and settings, and can be used with Mage, Vampire, Werewolf, Wraith, and even Changeling. $23.95

Halls of Arcanum Eccentric scholars of the Virtual Reality Net, including magic ratings, formatting, combat, whiteout, system crashes, the Spy's Demise, and two ready to run tales set in the net. $18.95

Hidden Lore: Mage 2nd Ed Screen & Sourcebook All the charts you need for your Mage chronicle can be found within this fold-out screen - combat tables, easy reference Sphere sheets, character creation steps and more. The enclosed booklet also includes a selection of goodies for players and Storytellers alike. $23.95

Horizon: The Stronghold of Hope 500 years ago mages created a sanctuary separate from earth - a place that floated between what was and will be. But now poisoned politics and intrigue stalk through it's halls. $23.95

Loom of Fate Characters find themselves woven into a pattern of tragedy and usuery where free will threatens the Tapestry. $15.95

Technocracy: New World Order The dreaded Men in black dog the steps of Tradition mages, kidnapping, interrogating, threatening, or removing any threat to the Greater Good. $15.95

Technocracy: Void Engineers Something's out there...and the Void Engineers are sworn to track it, explore it, and if need be, exterminate it. Deep sees, deep space, alternate dimensions, virtual reality. With a fully detailed Umbral Cruiser and its crew. $15.95

The Akashic Brotherhood Tradition Book Examines the history, culture and beliefs of this most wise and ancient tradition, including: a variety of weapons, tools, rotes, and Talismans of Do, 6 character templates, for players or Storytellers. $15.95

The Book of Madness Beyond the horizon, dark forces claw at the edge of sanity - these are the mage's deadliest foes: Nephandi, the corrupters; Marauders, Foot-Soldiers of Chaos; Demons, the Renders of Souls; Paradox Spirits; the Mage's Bane; Umbrood, the Living Mysteries; & Shade-dwellers of Earth & beyond. $23.95

The Chantry Book Allows players to create a vibrant, fully realised Chantry for their mage characters. $23.95

The Chaos Factor A cross over adventure for Mage, Werewolf, and Vampire, in which Samuel Haight, the arch enemy of all Garou and target of the Verbena, has latched onto a secret that could begin Gehenna. All over the world of Darkness, mages, Kindred and Garou rush to intercept him. Some would kill him, others would aid him. $23.95

The Fragile Path A collection of stories, songs, poems, artwork, background info, conspiracies, etc. The paper is very thick and textured. $16.00

The Sons of Ether Tradition Book From the fringes of

science and magic, the Sons of Ether carve mad wizardry and biazarre technology. By funneling their wild theories through technomagick, the Sons blast the static truths of the Technocracy into ruin. $15.95

The Technocracy: Progenitors The sourcebook which explores the motivations and powers of the Technocracy, the fractious organisation that controls humanity's will. $15.95

Verbena Tradition Book Traces the origins and practices of the Verbena, their allies and enemies, and their quest for the understanding of the Self in all its forms. $15.95

Virtual Adepts Tradition Book Detailing the cyberhacker wizards, with 6 character templates, history, factions, & paths of Virtual Adepts, slang terms, new rotes, etc. $15.95

Whispers of Dissent: The Book of Crafts Those who see only the four sides of teh Ascension Conflict ignore the Crafts, magickal societies that forsake Traditions and Technocracy for the Paths of their ancestors. Templars, voodoo priests, alchemists and modern Amazons are a few of the groups described here. Due Nov. $28.95

MAGE NOVELS

1. Truth Until Paradox Dire portents loom in the City by the Bay. The recent earthquake may not have been an entirely natural phenomenon. Mages gather to investigate the situation. $8.00

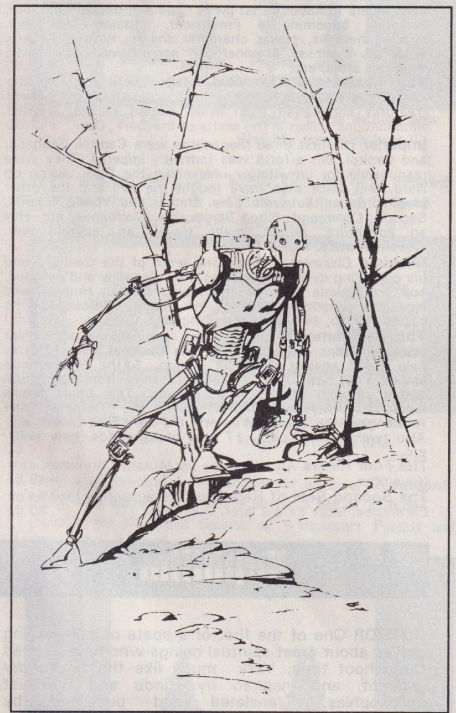
2. Tower of Babel Max Zorn is an Inquisitor for the Theocracy - and he was accidently created by an author, Ron Church, who has magickal abilities. When the two meet, both of their worlds are shattered. $9.50

3. Through A Glass Darkly Set in three different time periods, this is a journey through the pages of history that have defined man's views on faith, science and mysticism. Due Oct. $9.50

Manhunter

SCI-FI You all remember RIFTS MANHUNTER, well, this is the game that it was developed from. **By Myrmidon Press.**

MANHUNTER RPG A game of bounty hunting in the far future. The Manhunter Universe is a strange and varied world for the gamer to adventure in. Filled with as many dark and dangerous corners as bright, high tech starports. With many different societies interacting within it, the main body is held together by the Aglio-Terran Planetary Defense System. Rules cover every aspect of bounty hunting, high tech gadgets to magic; Terran, alien or robotic characters; special ship and robotic design rules, and a list of the most wanted criminals. $32.00



Mechwarrior

SCI-FI Powerful stellar empires fight a savage galactic war for technology, production facilities, and water resources. For further titles see BATTLETECH under Science Fiction Boardgames. **By FASA.**

MECHWARRIOR 2nd Ed. The complete role playing game set in the BattleTech Universe. Provides complete, updated rules for roleplaying Clan or Inner Sphere characters. Includes PC generation, personal combat, equipment lists, additional history, etc. $23.95

1st Somerset Strikers The TV animated series. The series features Adam Steiner, leading a ragtag group of mercs called the 1st Somerset Strikers against Clan Jade Falcon, who conquered his home world. All 14 episodes are detailed, and the book is full of color art. $28.95

Comstar Sourcebook Examines in detail this institution of Inner Sphere information, and its splinter militant sect, the Word of Blake. Features new `Mechs and ComStar character archetypes. $23.95

Jade Falcon Sourcebook Describes the history and military organisation of the Jade Falcons - bane of House Steiner. Includes rosters of the Inner Sphere invasion forces, and their unique `Mechs. $23.95

Living Legends An unknown WarShip's sudden appearance deep in the Clan Occupation Zone may jeapardize a spying mission vital to the Inter Sphere. The PCs must investigate the mysterious arrivals to determine whether they are friends or deadly new foes - while staying one step ahead of the Clans. $15.95

Mechwarrior Companion Guidelines for creating and running an extended military campaign are featured, as well as a wide variety of settings and themes for making your games unique. New skills, advantages, and equipment are included, along with a system for combining BattleTech and Mechwarrior that puts your character in the cockpit for thrilling first-person combat. Out now. $23.95

Mechwarrior XL T-Shirts

Elemental	$35.00
Black Thorns	$35.00
Madcat	$35.00
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Royalty & Rogues Recent raids by Periphery pirates have devastated the planet Bryceland, and the world's ruler seems powerless to stop these marauders. Fearful and furious, Bryceland's citizens talk of revolution, while forces behind the scenes plot a military coup. Only one woman can keep Bryceland from civil war - Samantha Davion-Harland, but she's been abducted by the pirates. Its up to you mercs to find and bring her back. $15.95

Wolf Clan Sourcebook Reveals the history, culture, military capabilities, internal hierarchy, tactics, personalities and unique `Mechs of one of the premier Clans. (Oi! The premier Clan, thankyou!) $23.95

MECHWARRIOR NOVELS

Jade Phoenix Trilogy:

1: Way of The Clans Follows the progress of a young Jade Falcon Truebirth as he strives to become a recognised mechwarrior. $7.95

2: Blood Name Now masquerading as a freebirth, Aidan wants to earn his Blood Name - the ultimate goal for all Clanners - but all Truebirths going for the Name have made a pact to kill him or die in the process... $7.95

3: Falcon Guard Aidan is asked to command the newly re-commissioned Falcon Guard, but he knows that he's given the assignment because the Guard is disgraced. Can he atone for their past mistakes? $7.95

Return of Kerensky Trilogy

1. Lethal Heritage Its back! The first novel in the Blood of Kerensky Trilogy. It is 3050 and an unknown military force of awesome technological power suddenly invades the Innersphere - the Clans! Nothing the Innersphere has can stop the Clans awesome mechs and Elemental infantry. But what is the purpose of the Clan invasion, and why do the Clans bid against rival factions before each battle. By Stackpole. $9.95

2. Blood Legacy The Clan invaders have declared an assault on the Draconic Combine. Hanse Davion is handed an opportunity - will he take advantage of the situation to destroy his enemy, or will he help his enemy against this new threat? And what is Comstar up to by helping the Clans? $9.95

3. Lost Destiny The Innersphere is a wreck. Heirs are missing or dead. Realms are overrun. The Clans are closing in on their prime objective - Terra itself. Now the Innersphere's only hope lies with the very men who betrayed them - Comstar. $9.95

Miscellaneous Titles

1. Decision at Thunder Rift 1st BattleTech novel. Grayson Carlyle finds his life destroyed when bandits attack his world and massacre the garrison. Now all he needs to begin his revenge is a mech - but how? $7.95

2. Wolves on the Border Set in the 3020s, Minobu Tetsuhara, a Kuritan Mechwarrior, saves the life of Jamie Wolf of Wolf's Dragoons from an ignoble warriors death, creating a powerful bond between them. But a Warlord's hatred sets them against each other in a ferocious Mech battle on a miserable ice world. $7.95

3. Heir to the Dragon Set in the 3020s, this is a reprint of an old title. It is time for Theodore Kurita to consider to taking upon himself the mantle of leader for the Draconis Combine, but matters become desperate when Hanse Davion invades the Combine, intent on conquest. Due Oct. $7.95

4. Wolf Pack A superb novel set in 3053, not long after Tukayyid. Jamie Wolf is aging and needs to consider a successor, but factions within the Wolf's Dragoons have other plans, and so begins a civil war that could destroy the Dragoons for ever.. $7.95

5. Natural Selection A new bandit unit using Clan weaponry has invaded Federated Commonwealth space & is stomping on every garrison that gets in the way. Both the Wolf Clan and FC are desperate to stop these bandits before it escalates into a war - but who is supplying them? $7.95

6. Bred for War It's back in stock! By Stackpole, this novel is gripping and has an ending you won't expect. Prince Victor Steiner-Davion uses a double to replace the boy Joshua Marik when the boy dies, but Thomas Marik learns of this and begins a war with the Federated Commonwealth. And to top it off, the Clans are back with a vengeance. $7.95

7. Ideal War Thomas Marik has conceived of a plan to elevate the position of mechwarriors and keep devastating technological weapons on the back burner - but his plan is threatened by a vicious war on Gibson. $7.95

8. Main Event Jeremiah Rose wants revenge against the Clans & wants to start a new merc unit for that purpose. His own people reject him, so he goes to Solaris VII, needing money, mechs, & mechwarriors. Providing he can pull this off, he then wants to take on the Jade Falcons. $7.95

9. Blood of Heroes It had to happen - Richard Steiner has decided to form the Skye Marches into an independent state, & sends forth the Tenth Skye Rangers to do the job. With an elaborate plan, they assault Glengarry, when most of the Gray Death Legion are called away. What chance do the recruits & others left behind have against overwhelming odds? Can young Alexander Carlyle perform a miracle? $7.95

10. Assumption of Risk By Michael Stackpole. Arguably the best BattleTech novel written to date - this novel will set your mind spinning. As Kai Allard-Liao fences with his uncle Tormano Liao, we not only discover the horrifying truth behind Katrina Steiner's murder, but events almost lead to war, and the machinations of Davion/Steiner politics are gripping. $7.95

11. The Far Country A Kurita jumpship makes a misjump and arrives near an uncharted planet. The ship falling apart, the 8 Kuritan strike team members, mech mercs, and ship's crew all flee to the planet, where they find another ship has made a similar misjump 300 years ago. They spend most of the novel fighting amongst themselves, & then against the earlier people. The heroes of the book are bird-aliens who behave like Ewoks. $7.95

12. D.R.T. Part two in following Jeremiah Rose & his Black Thorns. They land a job defending the Kuritan planet Wolcott inside Smoke Jaguar territory. The fact that they are paid so much of their contract in advance makes the whole affair appear somewhat suspicious, and they end up going head to head with the Nova Cats, both 1st & 2nd Line units. $7.95

13. Close Quarters The Cabelleros sign on to protect Theodore Kuritas corporate-mogul cousin, They think it is a low risk, high paid job. But danger lurks among the looming bronze towers of Hachiman - the yakuza and the ISF, both trying to bring down the man they are trying to protect. The main character is Cassie, a hardened veteran scout working for the Scout Regiment of mechs. $7.95

14. I am Jade Falcon Star Commander Joanna has lived with the shame of Jade Falcon's defeat at Twycross for years, but now she finds herself and her clan pitted against the Wolf Clan. But will her advanced age bring her to defeat again, or will being a Jade Falcon be enough for her to take on the Black Widow in a repeated battle for Twycross. $7.95

15. Tactics of Duty Insurrection sweeps through the fragmenting Federated Commonwealth, pitting Steiner against Davion forces, and civilians against their petty oppressors. On Caledonia, its not different - except that the mercenary Gray Death Legion is caught in the middle of it all. $7.95

16. Highlander Gambit Chancellor Sun-Tzu Liao dispatches Death Commando Loren Jaffray to the planet Northwind. His mission: to singlehandedly destroy the elite Northwind Highlanders, the mercenaries who abandonned the Capellans in their hour of need thirty years ago. As the grandson of famous Highlander warriors, Jaffray is the perfect instrument to exact Sun-Tzu's revenge. But Prince Victor Davion is not going to sit back and watch. $7.95

17. Star Lord A self-appointed Star Lord launches a series of raids that threaten and terrorize the universe with an army disguised as Knights of the Inner Sphere. Thomas Marik employs an unlikely company of mechwarriors and shows the Star Lord that two can play at impersonation. $7.95

18. Malicious Intent Vlad Ward uses secret information to reestablish the Wolves as a fearsome Clan while the Jade Falcons embark on an ambitious campaign driving deep into Katrina Steiner's Lyran Alliance. Katrina must turn to Victor for help, but that won't stop her from trying to do him in! By Michael A Stackpole. $7.95

19. Hearts of Chaos The fanatical Black Dragon Society want to conquer the planet Towne, and Chandrasekhar Kurita sells Cassie Suthorn and Camacho's Caballeros to resist the invasion. But everyone thinks they are the invaders! $7.95

20. Operation Excalibre The Gray Death Legion are expelled from Glengarry and all seems lost, but Carlyle devises a dangerous scheme that might re-instate them. This requires the help of House Steiner, lots of guts and lots of firepower. If they fail, the Legion will fall. $7.95

21. Black Dragon The Black Dragon society is tired of fiddling around, and plan to kill Theodore Kurita. But Cassie Suthorn and her indefatigable Caballeros have other plans. Due Oct. $7.95

Mekton

SCI-FI Set in the new future, this is a complete & detailed game of battles between giant Robotech style mecha. Extremely influenced by Japanese animation movies & series. **By R.Talsorian Games.**

MEKTON Z RPG The complete system for real anime sci-fi adventure. Streamlined construction for all types of mecha, from transformable automobiles to kilometer long star cruisers. Fast, detailed rules covering all kinds of anime action from planet busting to kung fu blows - all with the style and flash of your favorite Japanese anime shows. A popular and good publication. $31.95

Jovian Chronciles By Dream Pod-9, this is a new universe sourcebook for Mekton II. Greatly inspired by Japanese anime, it is the first in a line of modules and sourcebooks that will take you beyond the confines of Planet Earth to discover a Solar System on the brink of war. Features stunning artwork, new mecha with all stats filled out, new technologies, tons of background info, personalities. $23.95

Europa Incident A sourcebook for *Jovian Chronicles*, also by Janus. Has a complete adventure focusing on a mystery near the moon Europa, of Jupiter. Many Jovian ships flying past the moon for the past few months have disappeared, and now there is an opportunity to investigate. But what will you find? Includes 7 new exoarmor designs. $22.50

Mekton Mecha Manual Vol 1 Huge space battlewagons, giant insectoid battlesuits, restro-tech mecha. All this and more in this first in a series of Mekton supplements providing mecha and vehicle designs. Has 24 different designs, each fully illustrated as well as having the record sheet for that mecha. $12.95

Mekton Mecha Manual Vol 2 Has all 47 mecha and variants, 14 major characters and 14 starships that are featured in *Mekton Wars Vol 1: Invasion Terra*. Includes history and background on all of these mecha, characters, etc. $18.95

Mekton Technical Manual Allows you to build any mecha from any anime ever. With custom weaponry, remote drones, AI controlled mecha, huge starships, power armor, bioweapons, etc, etc! $28.95

Mekton Wars Vol 1: Invasion Terra Contains a gripping account of a powerful alien Empire launching massive attacks on Terra and her colonies, at first winning crushing victories, with superior mecha, ships, and numbers. But the humans fight back in a series of carefully planned attacks. This book contains 31 Mekton battle scenarios for two or more players. Each scenario lets the players build their weapons & deploy them as they desire. $18.95

Mekton Z Tactical Display All the charts and tables needed to run your Mekton games smoothly. Plus a booklet containing a cinematic combat system allowing faster play and larger battles, & new mech designs. $15.95

Operation Rimfire A stunningly produced campaign for Mekton, with 16 full color pages presented in true anime style. Also has 10 detailed player characters with model sheets, 40 NPCs with visual representations, breakdowns of all Mektons involved, 22 action-packed episodes linked together. With set drawings & locations. $21.50

The Starblade Saga: Mekton Worldbook 1 The premier world sourcebook for Mekton Z. The Starblade Saga will be a complete campaign setting in the traditional anime style (without Minmei!) Due Oct. 28.95

Middle Earth

FANTASY J.R. Tolkien's magical world of The Lord of the Rings is brought to vivid life with this moderate complexity, but well crafted system. Good for beginners. **By Iron Crown Enterprises.**

THE HOBBIT ADVENTURE BOARDGAME is a fast moving fun fantasy boardgame based on The Hobbit. For 2 - 4 players, and playable in 1 - 2 hours, taking about 15 minutes to learn. Includes a full color mounted mapboard, plastic hobbits, coins and life points. On your journey to steal Smaug's treasure horde, you explore sites, battle monsters, discover treasure, artifacts, and challenge your opponents with riddles. $59.95

MIDDLE EARTH II RPG

MERP II RPG 264 pages. Includes character templates for fully developed characters, complete character development system for all the major races, magic system with simple yet comprehensive rules, a realistic, fast and playable combat system, game master guidelines that cover, travel, encounters, weather, random events, healings, poisons, magic items, etc. Detailed info on creatures and peoples that cover major beasts, monsters, & cultures of Middle Earth. An expanded set of secondary skills & professions. Also has a complete sample adventure set in the trollshaws. Softcover $29.95

MERP II Accessory Pack Boxed accessory including the adventure Loons of the Long Fell with 6 developed characters, maps & floorplans; 60 standup light card figures; 16 pages of color displays including the Last Inn & a Ruined Castle; and dice. $24.95

MERP II Campaign Guidebook & Map A 128 page sourcebook that includes a detailed timeline of history in the west, linguistic guide for the tongues of elves, dwarves, etc, an elvish dictionary, glossary of terms, role playing notes, theme maps, & a color 24" x 36" map. $29.95

MIDDLE EARTH SUPPLEMENTS

MERP II Combat Screen 2nd Ed. Contains a standard selection of combat tables, maneuver rules, and charts for other such strenuous pursuits - all on an 11''x34'' cardstock screen. $13.95

MERP II Poster Maps Contains 2 full color maps, ICE's original 24"x36" map of the entire continent of Endor; and a 22"x34" map of northwestern Middle Earth. Maps are rolled. $30.00

Northwestern Middle Earth Map Set 15 full color maps at 1" to 46.5 miles, that can be put together to make 1 large cartographic view of northwest Endor. The maps are drawn and inked in a beautiful view style and faithfully labeled using local names, and depicting roads, bridges, fords, manors, villages, citadels, citys, woods, etc. $24.95

MIDDLE EARTH SOURCEBOOKS

Angmar Features Carn Dum, the imposing mountain citadel of the Lord of the Morgul, with floorplans; color maps of the area; orc tribes described in detail; a glossary of 1000 orc words; orc holds; the six deadly generals who govern the Witch-King's mannish warriors; three sinister high priests, haunted ruins, etc. $34.95

Arnor: The Land Presents the marches of the North Kingdom, a cool, rocky, rugged land, well suited to the Exiles of the fallen Westernesse. An extensive gazetteer of all significant locations including major cities, towns, castles, and keeps, and 10 pages of color maps. Due Dec. $47.95

Arnor: The People Companion to Arnor: The Land. Tells the tale of Arnor's founding, her long struggle against the Witch-king of Angmar, and her eventual disolution and demise. With engaging summaries of Arnor's inhabitants, politics, warcraft and adventure opportunities, as well as a lively history. Due Nov. $34.95

Creatures of Middle Earth How would you fare against Smaug the Golden? Could your marksmanship find the dragon's weak spot? Would your courage withstand the worm's fire? Test your powers against Morgoth's legacy: the wargs of haunted Hollin, the Balrog of Moria, the cave trolls of Moria, the Hilltrolls of Morder. All of Tolkien's creatures, both fell and pure, are listed here. 144 pages. 24.95

Dol Guldur Some will remember that Gandalf the Wizard did dare to pass the doors of the Necromancer in Dol Guldur, and secretly explored it, finding that his fears were true - Sauron was taking form once again. When at last the Council put forth its strength, they drove the evil out from Dol Guldur - but he merely went to Mordor. A sourcebook detailing this hideous cavernous mountain in Mirkwood, with floor plans, orcish traps, history, and daring rescue mission. $34.95

Elves: Peoples of Merp A series covering the peoples of Middle Earth, covering all aspects of society, etc. $26.95

Lake-Town This book presents this famouns town with all its vivid bustle, craft assocations, burg's coiner, drihten who collect the tolls, and smugglers, etc. With an introductory adventure followed by a two part mini-campaign which draws the players into the watery labyrinth amidst the piles below the town's wooden streets and out into the dangerous wild lands outside the town. $34.95

Minas Tirith Documents the history, design, layout, garrison, and inhabitants of the Guarded City, pre-eminent symbol of the Free Peoples' struggle against Sauron of Mordor. Includes 2 full color maps, key locations, are covered, the Royalty are described, there are floorplans of 40 places in the city, information on Denethor and his heirs, the lands around the city, and adventures. $34.95

Mirkwood Once a beautiful forest, the coming of the Necromancer turned it into a dark and frightening place full of evil creatures and huge spiders. Adventurers who enter Mirkwood risk either the snares of the Necromancer's minions or the confusing magic of the Silven Elves grown periously wary in their slow retreat north. This is a reprint with a few new illustrations of the old 1988 module. $34.95

Moria The Black Chasm lies deep within the bowels of the Misty Mountains, and my favourite chapter in TLOTR. It is a place of hidden treasures guarded by evil, vile creatures, of huge, abandonned chambers, rooms, and mines. This book includes maps, cross sections, key locations such as the hidden West-Gate, floorplans, smithies, traps, 6 adventures and 3 episodes. $37.50

Southern Gondor: The People Tells of Elendil's sons, Isildur and Anarion, recounting their arrival on the shores of Endor and moving through the events of the great nation they founded there. Reaches back to the First Age and follows through to the Fourth Age. $32.95

Southern Gondor: The Land Presents Gondor's coastal provinces in vivid color and detail. The route of humble country lane and famous high road; the scattering of manor, hamlet,village, and town across hill and dale; the placement of beacon, guard posts, haven & citadel, etc. $44.95

The Kin Strife Presents the people, politics and armies of Gondor under the repressive rule of Castamir the Usurper. The Cor Aran, his deadly ring of informers, detain any who work to restore the rightful King to his throne. Criminals, Southron Spries, and servants of the Dark Lord are all embroiled in the Civil War and conflict. 240 pages. $40.00

The Shire Come visit the Shire, where there is less noise and more green, and enjoy the hospitality of the Hobbits who dwell there. You'll also discover that adventure is not far from their borders, with the dangers of the wild all about them. Due Oct. $39.95

Treasures of Middle Earth A 206 page source book detailing the most potent artifacts of Tolkien's world, including Anduril, the palantiri, the rings, arms, armor, apparel, gear, jewelry, art, musical instruments, tools and trappings, etc. Also features information on the creators with their forging techniques, & the properties of materials. $26.95

Valar & Maiar 128 page second edition sourcebook on the two angelic races of Middle Earth. The Valar, mighty beings created by the One God, including the fallen Melkor; and the Maiar, the helpers of the Valar, including Gandalf, Saruman, Sauron, the balrogs, Ungoliant, etc. Has complete character stats for both MERP II & Lord of the Rings. $22.50

Millennium's End

SCI-FI This is a futuristic technothriller RPG set in Earth's dark future at the turn of the century.

Millennium's End 2nd Ed RPG It's 1999. America's inner cities are torched by riots and ruled by drugs. Wars seethe in the deserts and jungles of the third world.Techno-terrorists take on the fallen superpowers and corporate giants. Only the tough survive - and when they need something done, they come to you. You're a Black Eagle operative, working for a company with a worldwide reputation for getting any job done, any time, by any means. Flexible, realistic & fast paced rules. 200 pages. This is a complete RPG. $23.00

1999 Datasource & Screen 2nd Ed Millennium's End 2nd Ed GM Screen with all relevant info, plus a 32 page sourcebook on politics and news events in 1999, NPCs, new equipment, NPC and vehicle record sheets, etc. $13.00

Ultramodern Firearms The ideal weapons compendium for Millennium's End or any modern game system. Has over 200 entries covering 300 modern weapons, scopes, laser sights and night vision devices in use in the world today. Over 90% are illustrated, and all have relevant and interesting info written in plain, easy to understand English. Also has a listing of more than fifty military, police, special operations and counter terrorist organisations and the weapons they use. 23.00

Mutant Chronicles

SCI-FI An extremely dark role playing game set in our not too distant future. Very similar to Warhammer 40,000 in presentation. See the figures in the Miniatures Section. **By Heartbreaker Hobbies.**

MUTANT CHRONICLES RPG A 208 page book containing heaps of superb illustrations, including many color plates - all of equal quality to Games Workshop. Mankind frees itself from the hell they had created on Earth, but the weak and poor fell victim to the Corporations, who now rule the solar system. Driven by greed, the Corporations explored the tenth planet in our solar system, Nero, and awoke there the sleeping beast - the Dark Legion. The Dark Legion has unleashed a never ending torent of its servants and undead, and the Doomtroopers were formed to fight them from the ranks of the Corporate armies. The rules includes heaps of background, story info, equipment, and game info. $27.50

Mutant Chronicles RPG 2nd The 2nd Ed RPG is rumored to be released in October, but is more likely to be November. More details later. Due Nov. $33.50

Algeroth: Apostle of War An excellent 144 page book focused on the armies and armories of the Lord of Dark Technology, with detailed descriptions of vehicles, weapons, creatures, citadels, equipment, Nepharite intrigues, necro-bionics, bio- & necro-technology, etc. Complete rules for running Algeroth player characters or heretics. Also includes a horrifying adventure whereby you lead a team of Doomtroopers or the like in destroying a newly built Dark Legion Citadel. Detailed maps with descriptions are provided for all 8 levels of the Citadel. Also has *Fury of the Clansmen* rules. $22.50

Bauhaus: Power of Heritage Bauhaus made their home on Venus, where first there was nothing but rivalry and division. But Nathaniel brought hope and light, which was needed, as the Dark Apostles came too, darkening Venus with their evil presence. Now there is war without end on Venus. This book describes everything you want to know about Bauhaus, its people, structure, weapons, creatures, etc. $16.50

Capitol: Pride & Profit The first and mighiest among the great megacorporations, whose home is on Mars. All you want to know about Capitol and its citizens, new backgrounds, more special forces, heavier weapons, unique armor and equipment, more vehicles and new rules for vehicle combat, extensive descriptions and maps of locations on Mars. An adventure is set in San Dorado. $16.50

Cybertronic Sourcebook The Corporation that relies on Cybernetics and computers - putting itself and others at risk, as the Dark Legion has proven it can occassionally take over the "minds" of cyborgs & computers. $16.50

Freelancers Handbook & GM Screen With a 32 page Freelancers Handbook that gives rules and background info, including becoming a Freelancer, mission structures, chasing heretics, player character sheets, new skills, etc. Also has a glossy 4 panel GM screen, with all charts, weapons stats, etc. $12.50

Ilian: Mistress of the Void Sourcebook Ilian was the first of the Apostles, and she has gathered around herself creatures summoned from other distant planes, twisted abominations skilled in the crafts of the Dark. Oct. $12.00

Imperial The first three Megacorps were Capitol, Bauhaus, and Capitol. But a forth was formed - Imperial. They were responsible for unwittingly unleashing the Dark Legion on Nero, and since then have fought the evil and the other Megacorps at the same time. Details the Young Guards, Security Command, Blood Berets, the Wolfbanes, etc. Has an adventure, details space travel, an asteroid belt, weapons, skills, etc. $16.50

Mishima Discover Mishima and learn of the Overlord and his crumbling dynasty. Features new weapons and vehicles, and professions such as the fabled Demon Hunters and legendary Shadow Walkers. Info about Mercury of its capital Fukido, as well as a thrilling adventure. $16.50

The Brotherhood An 80 page supplement with color plates & heaps of illustrations. The Cardinal came forth to help stand against the Dark Legion, & the Brotherhood stands with him. They protect humanity from corruption within as well as evil from outside. This book details Inquisitors, Mystics, Mortificators, the Cardinal, the Archangels, the Sacred Warriors, the Fury Elite Guard, etc. Also twenty new spells, 17 new backgrounds, new skills, etc. $16.50

The Four Riders An adventure for Mutant Chronicles. Due November. $9.95

The Second Seal of Repulsion An adventure for Mutant Chronicles. More details later. Due Oct. $9.95

Nephilim

HORROR One of the first of a spate of role playing games about great spiritual beings who have existed throughout time. Very much like the *Highlander* concept, and inspired by Hindu and Buddhist philosophies. **Translated and published by Chaosium.**

NEPHILIM RPG The nephilim character has a past which is as ancient as humankind, uses supernatural power, and has lifetime goals which are incomprehensible to most humans. This character sees a mystical and magical vision of the world and possesses and rich and unsettling personality. The character is a spiritual being who has lost its body, and thus inhabits human bodies in different periods of history. These nephilim creatures are awakening en masse in the 1990s, but each needs to reach a state of Argatha, much like Nirvana in Hinduism. 232+pages.$34.95

Chronicle of the Awakenings Several new resources for the player and GM. 16 new past life eras for character generation, also filling in more of the time-line. A section on metamorphosis rules, new transformations, 4 new metamorphosis, etc. $28.95

Nephilim GM Veil A GM reference screen for Nephilim containing the important and often used tables and rules summaries, lists of spells and skills. Also includes PC dossiers & a complete scenario. $26.95

Nephilim GM's Companion An invaluable resource full of background aids and resources for Nephilim GMs. Includes new spells, elemental creatures, campaign

setting. $23.95

Nephilim Character Dossiers Character record sheets. $14.95

Secret Societies Since the fall of Atlantis the secret societies have grown, due to Nephilim patronage of human ambition. Many of them have learned to hate the Nephilim. Worse yet, many of them have learned to fight the Nephilim. These invisible empires rise and fall. $28.95

Serpent Moon A series of four linked adventures set in the USA. The player characters must uncover the plans of the Templars and stop them before they permanently damage the fabric of the elemental realm. The face someone from another dimension, avoid capture, seek the truth. $14.95

Nightbane

Horror Yet another "I woke up one day and I was no longer human!" game. The name has been changed from *Nightspawn* to *Nightbane* to avoid a legal battle. **By Palladium.**

NIGHTBANE RPG A dark fantasy game set in a world beset by inhuman creatures that threaten humankind. Ironically, some of these creatures - the Nightbane - have become the defenders of the world. Feared and despised by most normal humans, the Nightbane struggle to survive and fight the true monsters who have taken over the world. In this game, the monsters have quietly seized control of the government, police, and military. The average person is unaware that they are little more than cattle to these evil entities. The Nightbane grew up as normal humans, until the fateful Dark Day when their alien natures were revealed. Most of them are teenagers & young adults who now have to deal with the fact that they are physically repulsive & own many superpowers. They also must face the Nightlords. $32.00

World Book One: Between the Shadows Explores three mysterious worlds. The first is a world of espionage, spies, duplicity and secrets of the Spook Squad; the Astral Plane is far more mysterious and alive; and the Dreamstream, which is far more than the stuff of nightmares. $27.00

World Book Two: Nightlands Takes the players into the strange and wonderous Nightlands dimension, a twisted mirror image of our reality and home of the Nightlords, the inhabitants of the Lands of Night. Also has lost artifacts, new Nightbane talents and morphus, plus campaign and adventure ideas. $27.00

Palladium

FANTASY Obviously based on the AD&D system, but with less game mechanics - ideal for those who like pulp fantasy but lack the motivation to read a plethora of rulebooks! **By Palladium.**

PALLADIUM FANTASY RPG 2nd Ed Dramatically revised and updated 2nd Ed of Palladium RPG. This is a bold and dangerous world of high fantasy. A world of magic and conflict. A world dominated by human civilization built on the bones of non-humans who reigned before them. A world of unparalled heroic adventure filled with magic, inhuman creatures and intrigue. Players can be an unique creature such as a changeling, wolfen, bearman. PCs include ogres, trolls, dwarves, humans, etc. Combat is fast & realistic. $40.00

Book II: Old Ones 2nd Ed The Old Ones existed long before the dawn of man, and they rule the Palladium World for untol millenniums. This book describes them in detail. Also describes the kingdom of Timiro from the campaign world. Includes details and maps on eight cities, 25 towns, 22 forts and various adventures. 224 pages with two new character classes. $31.95

Book III: Adventure on the High Seas 2nd Ed 190+ pages featuring new skills, 8 character classes, character sheets, magic items, curses, Faerie foods, herbs, ships, islands, and adventures. $31.95

Monsters & Animals 2nd Ed Details over 120 different monsters and creatures of magic, including giants, faerie folk, entities, sea serpents, ratlings, sphinxes, etc; many of which are optional player races. The animals section has over 200 animals. There are world maps for every creature, ideas for adventures, GM tips, etc. $31.95

Further Adventures in the Northern Wilderness 4 adventures. 48 pages. $12.95

The Island on the Edge of the World An adventure-sourcebook that takes place beyond the mountains of the Old Kingdom. Introduces crystal magic rules & spells, plus a vile mega-villain! $25.50

The Compendium of Weapons, Armor & Castles A superb book which is a needed reference for anyone interested in the ancient or medieval worlds - whether a role player or not. (I've got a copy!) 224 pages listing actual weights, lengths, names and game stats of hundreds of weapons, types of armor, castles from all over Europe and the rest of the world, siege weapons, early gunpowder weapons, etc. Heaps of illustrations. $35.00

The Compendium of Contemporary Weapons 176 pages of modern weapons, giving their ranges, weight, ammo, size, and game stats. Includes body armor, riot control devices, revolvers & pistols, rifles, shotguns, ammunition damage, & selected heavy weapons. $31.95

Yin-Sloth Jungles 12 new occupational character classes and races including the beastmaster, holy crusader, witch hunter, bounty hunter, tezcat shaman, fire sprite, lizard men, headhunters, etc. 28 new skills, weapon notes, traps and poisons, the Great Fire Bog, Orcish Empire, more of the Palladium world's history. 25 maps, etc. 160 pages. $25.95

Paranoia

SCI-FI A Darkly humorous RPG about a crazed computer government, clones, bloody-minded bureaucracy, secret societies, mutants, psychotic robots and much more! **By West End Games.**

Paranoia RPG 5th Ed A RPG set in a darkly humorous future. A well meaning but deranged computer desperately protects the citizens of an underground warren. You play one of the computers elite agents. Your job is to search out and destroy the enemies of the computer. Your worst fear is that the computer will discover that you are one of these enemies. A light hearted game of terror, death, bureaucracies, mad scientists, mutants, dangerous weapons, and insane robots, which encourages players to lie to, cheat, and backstab each other at every turn. Is that fun? Yes! Trust us. $40.00

Pendragon

FANTASY An excellent and roleplaying game set before & during King Arthur's reign - players become Christian knights eager to prove their chivalry & courage, and sire a son! **By Chaosium.**

PENDRAGON 4th Ed. A dynastic game where each session equals a year of play time. The system is clean and dynamic, allowing the GM to concentrate on plot and characterisation. An important aspect of play are passions, which guide the players actions and desires. The new edition is expanded and includes material from Knights Adventurous. The most important addition is a brand new magic system, including player character magicians. 350 pages & map of England. $43.50

Beyond the Wall: Pictland & the North The Wall is Hadrian's Wall, a miles long fortification built centuries ago to hold back the hordes of wild savages living north of civilized Britain. Beyond it lies Caledonia, a bleak and harsh land where civilization and feudalism have never reached. Tribal Picts, the Painted Men, rule here. Fiercely independent, they unify only to meet threats from outsiders, whom they loath and fear. Outsiders like your knights. 124 pages. $29.95

Blood & Lust Provides campaign material for the Dukedom of Angleland, GM's tips, & 4 linked adven-tures: The Heart Blade, Castle of Tears, Stygian Stallions & Morgan le Fay's Challenge. 128 pages. $29.95

Land of the Giants Details ancient Scandanavia, with Beowulf and Grendel engaged in an epic struggle. Allows you to play Scandanavian characters or visit the country. Includes an adventure featuring Beowulf, and a color map. Sep. $31.95

The Spectre King The Age of Adventure, the high point of Arthur's reign where few empty seats remain at the Round Table, a fewer enemy kings challenge Arthur's right to rule. 6 adventures. $29.95

Pagan Shores A 126 page sourcebook detailing the land of Ireland in the time of King Arthur, a land full of tattooed pagans, power wielding druids, etc. Covers Irish character generation, Irish customs, an atlas of Irish Kingdoms, Laws of Property, the family, etc. $29.95

Perilous Forest Features 3 major adventures, over 12 short scenarios, and extensive background details for western Cumbria and the Perilous Forest. With 2 maps, including Hadrian's Wall. $31.95

Savage Mountains 4 adventures, Dolorous Wyrm, The Best Wine in the World, The Cambrian War & The Paulag Cat, exploring the wild mountains of Wales, and pitting an alliance of Welsh lords against Arthur's knights. Includes extensive regional campaign details. 128 pages. $31.95

Prime Directive

SCI-FI For all those Trekkie fans out there! You play an officer serving onboard a Federation starship (Star Trek TV series era), exploring new worlds, meeting new races, and being frustrated to Organia by the damn Prime Directive! **By Task Force Games.**

PRIME DIRECTIVE RPG A 192 page RPG of Star Fleet Battles, which is based heavily upon the Star Trek TV series. You play the part of a member of a Federation Starship's Prime Team, ready to deal with any situation. Includes historical background & rules for creating Prime Teams, comprehensive background material for Klingons, Romulans, Tholians, Gorns, Lyrans, Kzintis, Hydrans, etc, each with history & weapons. Has two scenarios, & a Star Fleet Universe timeline. $34.95

Graduation Exercise Screen & Mini-Module with a 32 pp adventure which simulates the final exam NeoPrimes undertake as they prepare to graduate from Prime Central. They bump into Cygnans and Romulans. $13.50

The Federation 112 page sourcebook detailing the most important stellar empire in the Prime Directive game, set in the Star Trek TV series era. Includes a section with expanded rules, such as Vulcan and non-Vulcan psionics, new skills, new equipment, optional rules, etc; and a Guide to the Federation, including HQ, Star Fleet Academy, Full Member Races, Associate Member Races, ship recognition manual, etc. $25.95

Prime Adventures # 1 With a Klingon sourcebook detailing Klingon warrior philosophies and 2 stories; source info on Gorns and Lyrans; Primes competing with Klingons to hunt down a renegade spy in the Neutral Zone; new weapons & equipment, etc, $25.95

Uprising An adventure for three or more players, that features a Prime Team going deep into the intrigues of an uprising on an amphibian world rich in dilithium. Also details Orion Skimmers, punks with an attitude, and the Prellarians, a new race for Prime Directive. $14.95

Rapture

DARK HORROR A new RPG very similar in style and presentation to White Wolf's World of Darkness series, this one focused on the end of the world. **By Quintessential Mercy Studio**

RAPTURE THE SECOND COMING RPG A 226 book which roleplays the end of the world, detailing a time of theological terror. Set in modern times, the book presents the world as Satan attempts to destroy humanity, and the great struggle between demons and angels, and the multitudes of humans who fall into one of the two camps. It is a world where evil has grown impossibly strong, where greed, lust, and corruption are symptoms of humanity's descent into the coming darkness. Anarchy is the only solution. The book focuses on the breaking of the first few of the Seven Seals, and of the torments suffered by the world. The artwork and feel is very much like Wraith, with the various spiritual beings of heaven and hell described. $39.95

Rapture Oracle's Screen 3 fold screen, scenario. $14.95

Rifts

SCIENCE-FANTASY Earth has been transformed - super science rule the nations of the future, but awesome magicks & supernatural creatures threaten a new dark age. **By Palladium.**

RIFTS RPG The world we know is gone. Nothing is as it should be. Earth has been transformed into a dimensional nexus. Rifts in space and time link Earth countless alien worlds and dimensions. High technology co-exists with magic and the fantastic. Giant robots and power armor warriors battle supernatural monstrosities. Unspeakable horrors slither through the Rifts with an eye for conquest, or to use Earth as a bridge to the infinite Megaverse. Somehow, humankind has managed to survive, many augmenting their frail bodies with bionics, power armor, brain implants, chemicals, magic, and alien sciences. Featuring magnificent artwork, and 256 pages. $39.95

RIFTS Game Shields & Adventures Contains two six panel GM screens for quick reference, a 60 page adventure sourcebook, 9 Rifts character sheets, 2 complete adventures, 18 hook line and sinker adventures, maps, etc. $20.95

RIFTS Index & Adventures Vol 1 An index that indicates which title and what page players and GMs can find specific characters, OCCs, RCCs, skills, weapons, vehicles, places,etc. Has 40 pages of adventures, adventure ideas, source info, etc, set in North America. $21.00

RIFTS Sourcebook Campaign information on the Coalition Government, Skelebots, body armor, robots characters, villains, NPCs, weapons, equipment, monsters, & adventure. 120 pp. $21.50

RIFTS Sourcebook 2 - The Mechanoids A.R.C.H.I.E. Three plans on opening a giant dimensional rift to bring combat cyborgs to Earth. Includes new robots, weapons, mechanoids. $19.95

RIFTS Sourcebook 3 - Mindwerks 112 pages with nearly a dozen new O.C.C.s and R.C.C.s, including the Mindwerks cyborg, psynetic crazy, psi-bloodhound, lycanmorph, etc. New M.O.M. implants and powers, the NGR outlined and mapped, the mysterious Mindwerks, the Angels of Death and Vengeance. Gene-splicers, an evil Millenium Tree, monsters, an epic adventure, etc. $18.95

RIFTS Mercenaries A 160 page sourcebook on mercenaries. With 9 new occupational character classes including bounty hunter, master assassin, smuggler, spy, etc. There are rules for creating mercenary companies, six NPC companies are given in detail, there are transdimentional mercs, weapons and equipment, new bots and vehicles, adventure ideas, characters, and additional hints and data about the Coalition States, Tolkeen, Pecos Empire, etc. $25.95

RIFTS Conversion Book Enables characters or creatures created in any of the other Palladium RPGs (ie: Robotech, Heroes Unlinited, etc) to be used in the RIFTS. Includes notes on RIFTS Europe, adult dragons, optional player races, & a wealth of monsters. 224 pages. $31.95

RIFTS Conversion Book # 2 Pantheons of the Megaverse - mythological ancient gods and impostors. 180 + pages dealing all of these gods, their magics and weapons. $31.95

RIFTS Dimension Book One: Wormwood Features the living planet Wormwood, with bizarre forms of magic, the monstrous Unholy, horrific monsters, aliens, World Gate, morphworms, entrancers, new racial character classes, Hospitallers, etc. $25.95

RIFTS Dimension Book Two: Phase World An incredible transdimensional city that is also a space port located at the edge of three galaxies. This means that visitors come not only from other dimensions but other galaxies as well. Describes three galaxies in detail, techno-wizard spaceships, powerarmor, & weapons, phase technology with new ships, weapons, cyborgs, etc. $31.95

RIFTS Dimension Book Three: Phase World Sourcebook New weapons including plasma cartridges, micro missiles, nanomachines, power armor, robots; new fighters, frigates and cruisers; optional spaceship combat rules; the Intruders with their solid energy spaceships and bodyarmor, etc. 112 pages. $18.95

World Book 1: Vampire Kingdoms Includes infromation on Vampire characters, Techno-wizard devices, travelling freak shows, the Yucatan Peninsula, ley lines, nexus points, demons, etc. $23.95

World Book 2: Atlantis Domain of the multi-dimensional slavers known fondly as the Splugorth, who rule a magical realm of supernatural, and other-dimensional creatures. $25.50

World Book 3: England A place of magic and magic creatures, a land of enchantment. 152 pages, including Fomorians, Celtic gods, a 1,000 foot tree, New Camelot, 25 new unique spells, etc. $25.50

World Book 4: Africa Includes the arrival of the Four Horsemen of the Apocalypse - intent on destroying the world. 152 pages, also including Phoenix Empire, Egyptian gods, new villains, etc. $25.50

World Book 5: Triax & The NGR 224pp on the New German Republic, a refuge for humans in Europe, and the Triax, the high-tech industrial giant, featuring tons of new borgs, robots, power armor, implants, weapons, tanks, aircraft, equipment, comic strips, etc. Also features the gargoyle empire and other villains, an adventure, etc. $31.95

World Book 6: South America The jungles and mysteries of South America are explored. Eight major kingdoms are described. Living power armor, anti-monster cyborgs, bio-modified female superwarriors, reptilian D-bees, pincer warriors, priests and magic, potions & herbs, pirates, dragons, etc. $25.50

World Book 7: Underseas Marines, Ocean Wizards, Sea Druid, Sea Inquisitor, the Salvage Expert, the Whale Singer, Sea Titan, Amphib, Dolphins, Horunes, Pirates, Mutants, etc: 40 ocean magic spells, 20 whale songs, dolphin magic, underwater bionics, power armor & weapons, subs, ships, the Lord of the Deep, Gene-Splicers, etc. $31.95

World Book 8: Japan Samurai, Cyber-Samurai, Ninja, Warrior Monks, Tengu Winged Goblins, Ninja Juicer, Ninja Crazy, Cyberoid, Dragon Cyborgs; living Samurai swords, the anti-technologists of the New Empire; Oni, Supernatural

monsters and elementals of the zone, three new Glitter Boys, winged power armor, spy armor, robots, new cybernetics, magic powers & items, etc.216 pages. $31.95

World Book 9: South America 2 Continues to explore the continent. Here you will find the reborn Inca Empire battling extraterrestrial invaders, uncover the secrets of the Nazca lines, and explore the Silver River Republics, where humans, mutant animals and D-Bees live, build wondrous machines; Arkhon Spectral Hunters, a special brand of cyborg with terrifying stealth & weapons systems. $31.95

World Book 10: The Juicer Uprisings Coalition treachery leads to the Juicer Uprisings. When the lies are revealed, a Juicer army rise up to lay siege to the CS city of Newtown. Chaos erupts as Juicers, bandits and outlaws ravage the country side. Also action packed adventures, world information, great new art, 160 pp. $26.95

World Book 11: The Coalition War Machine The Coalition States have been secretly building an army of incredible power! Rumors of the Coalition States' plans to invade Tolkeen and other plots to strengthen and expands its holdings have existed for years, but even the best spies had failed to uncover Prosek's mad scheme. Now, it's too late, as the Emperor unleashes his new army. $33.50

World Book 12: Psyscape New psionic powers, new occupational character classes, weapons, equipment, villains, mysterious civilizations, and in-depth world information. Due May'97. $26.95

World Book 13: Lone Star A detailed look at the Coalition Sates of Lone Star and the infamous Lone Star Genetics Complex where the dog boys and other mutants are created. Their plans for the future, key leaders, madmen, mutant animals and dark secrets. Dec. $26.95

Riftsworkz Collection of full color, signed art prints from the Rifts universe. Prints are 36cm x 28cm. There are six prints, most taken from the cover of the Rifts books. $50.00

Robotech

SCI-FI Faithful recreation of the Robotech-Macross universe: from the destruction of SDF-1/2, to the launching of SDF-3. Mankind faces a war against an alien army. **By Palladium.**

ROBOTECH RPG Includes character creation and classes, skill lists, combat mechanics, a complete Mecha & Destroid inventory, data on various weapon systems & suits, etc. 110 pages. $21.50

RDF Manual Includes optional rules, new R.D.F. weapons & vehicles, an historic chronology of world events, more character sheets, plus a global military & resource atlas. 48 pages. $14.95

REF Field Guide Includes an illustrated catalogue of the mecha, spaceships, combat vehicles, military bases, equipment, and uniforms of the REF, Inorganics, Invid, Robotech Masters & Zentraedi. $28.95

Robotech New World Order Looks at the personalities, powers and plots of the African Sector, and plungesthe characters into a world of violence, scheming and duplicity. The power hungry and corrupt commanders of the Sector have dreams of conquest which threaten the earth's reconstruction and could destroy the United World Government. Players find them themselves pitting their own RDF mechs against identical machines piloted by traitors... $21.50

Southern Cross Material from the TV animation series. Features character education & skills, plus extensive notes on armies, weapons & equipment. 112 pages. $21.50

StrikeForce Robotech Book Eight. The heart of the book is the adventure Darkness Flowering, which is a dark look at the driving force behind Robotechnology and protoculture. It also features heaps of new mecha and variants on the old mecha, detailed info on the Zentraedi Control Zone, Manaus (a Zentraedi stronghold) and Indochina. $21.50

The Invid Invasion 112 page sourcebook on Invid & human equipment, with new combat rules. $21.50

The Sentinels New PC REF classes, Sentinel aliens & combat rules, data for Destriods, Cyclone bikes, Veritech fighters & spacecraft! Plus Invid history, Mecha, Inorganics & Hives. 3 adventures. 160 pgs. $28.95

The Zentraedi Giants cloned solely for the purposes of war - the Zentraedi are an uncompromising creation bred to kill. 48 pages of history, mecha, space vessels and Player Character notes. $14.95

Zentraedi Break-Out An all new 64 adventure-sourcebook for the original Robotech, featuring the Zentraedi Argentine Quadrant in South America, including RDF bases, outposts, cities & governments. New weapons, modified mecha, new squadrons, border patrols, & heaps of adventures. $17.95

MACROSS II RPG This RPG is the sequel to the Macross Movie, made by the Japanese. It is therefore indirectly related to and a sequel to the first part of the three-part Robotech series, that being an Americanisation of the Japanese Macross series. In this sequel, it is eighty years later and the creators of the Zentraedi, the Marduk, are back - invading Earth. Features Marduk mecha and war machines, transformable Valkyrie fighters, heaps of artwork, an epic adventure, characters, etc. $21.50

Macross II Sourcebook One Details Earth's military, the UN Spacy, new ground mecha, the Metal Siren transformable Valkyrie, VF-XX spaceships and weapons, & heaps of great art. 64 pp. $17.95

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Star Wars Miniatures Battles Set A special boxed set which includes the Star Wars Miniatures Rules plus 12 lead-free platinum 25mm miniatures. Valued at $82.00.. $70.00

Star Wars Miniatures Battles Vehicle Starter Set A special boxed set including the Star Wars Miniatures Battles Companion, and three miniature vehicles, the Rebel snowspeeder, Rebel speeder bike, and Imperial Biker Scout; and five dice. $65.00

Star Wars Miniatures Companion Adds vehicle combat to your Star Wars Miniatures games. This long awaited supplement has full rules for vehicle combat, flight, a rules upgrade and expansion, new equipment and a miniatures battle campaign. Vehicles include Imperial AT-ST, AT-AT, speeder bikes, and Rebel landspeeder, etc. $25.00

Star Wars Movie Trilogy Sourcebook A 160 hard back sourcebook containing revised info from Galaxy Guides 1, 3, & 5. Covers Tatooine, Mos Eisley, Death Star, Yavin, Hoth, the Imperial Fleet, Bounty Hunters, Dagobah, Bespin, Jabba's palace, the Rebel Fleet, the New Death Star, heroes & villains. Heaps of B&W photos. $45.00

Star Wars Planets Collection This 254 page book combines the three previously released Planets of the Galaxy sourcebooks. There are two dozen worlds presented that can be incorporated into Star Wars adventures. From the dangerous trader port of Celanon to the mining centers on Gacerian and criminal haven of Korbin. $45.00

Star Wars Sourcebook 2nd Ed. Stories, maps, charts, and illustrations that explain how the Star Wars galaxy works; from lightsabers to repulsorlifts. Plans for an X-Wing, a Rebel base, an Imperial garrison, & blue-prints to the Millenium Falcon. Hardback with 144 pages. $35.00

The DarkStryder Campaign A content filled boxed set with six interlinked adventures which form one huge campaign. Your PCs are the crew members of the FarStar, a Corellian Corvette recently taken over by the New Republic. Moff Sarne is defeated and driven from the Kathol Sector - but he uses a frightening new technology - DarkStryder, and the crew are given the task of finding its source and denying it to Sarne - before he can do any more damage. 96 page campaign book, 96 page adventure book, 50 color character and ship cards, ship poster. $45.00

The Jedi Academy Based on the novels by Kevin Anderson. The resurrected Emperor is defeated, Leia Organa Solo and the New Republic struggle to rebuild in the aftermath of this terrible conflict, and Luke Skywalker begins his search for new Jedi students. But one of Luke's students is corrupted by the Dark Side, and becomes the new Dark Lord of the Sith - and now the New Republic is threatened. $37.50

The Thrawn Trilogy Sourcebook This book is a compilation of Heir to the Empire, Dark Force Rising, and The Last Command. These tell the story of Timothy Zahn's three novels, which are about five years after the Battle of Endor, where the Empire was almost about to be defeated, when a new evil leader arose, Admiral Thrawn, who pushed the New Republic to the edge of utter destruction. $45.00

The Truce at Bakura Sourcebook Cold-blooded invaders from beyond known space assault the Imperial held world Bakura; Luke Skywalker, Leia and Solo lead a Rebel force to come to their aid, and they establish a desperate alliance with the tattered Imperial forces. But should the unlikely allies can overcome the aliens, can the Imperials be trusted? Based on Kathy Tyer's novel. Hardcover book. $35.00

Wanted By Cracken You are a criminal hunter working for the New Republic, and there are 50 individuals wanted for various crimes, Imperial officers, bounty hunters, smugglers, assassins, etc. $25.00

Tales of Gargentihr

FANTASY A new techno-fantasy role playing game, produced in Scotland by Sanctuary Games. The game is set in the alien world of Gargentihr, where players take the role of adventurers trying to uncover the world's many mysteries.

Tales of Gargentihr RPG This is a world far different to our own.The continents drift upon endless seas of silt whilst Sa-energy crackles overhead in the blackened skies. The continent of Agasha lies before you, awaiting discovery. This is a world ancient and new, with the Insititute of New Science exploring technology while secret powers of the Ancients reign in the continent's dark corners. Over 330 profusely illustrated pages rich in game mechanics and background. $45.00

Marc Miller's Traveller

SCI-FI Classic Traveller set in the days before the chaos of the rebellion. **By Imperium Games.**

Marc Miller's TRAVELLER RPG With the demise of GDW, Marc Miller, the creator of Traveller, is back in charge of the game. Traveller has been completely rewritten and revised with this 190 page book, which is lavishly illustrated with B&W and full color pictures. The game returns to the simpler structure of Classic Traveller while allowing for multiple levels of complexity. The time period covers from 4700 BC to 5367 AD, This book is the basic rules set and background for players and GMs. It unravels the secrets of man's conquest of the stars, helps you create heroic characters, lets you fight for survival in deep space and on hostile planets; you can create and design new starships; full rules on psionics; alien races are covered as well as animal encounter tables, etc. $39.95

Alien Archives From the volumes of alien races published over the years, comes a rich background of the Universe's many inhabitants. With the addition of an alien race generation system, players can integrate these cultures into their travels and adventuers. Several new minor races are included. Due Oct. $31.95

Central Supply Catalog A complete compilation of all the equipment lists ever published for Traveller, and the addition of new material, makes this catalog a must have reference. Due Oct. $31.95

First Survey This vital companion to Milieu 0 is an atlas of the 50 or so sectors that were the Vilani Empire and its surrounding territories. The star systems of the Sylean Federation are well defined. Further out, systems are less charted. Due Dec. $31.95

Milieu 0: The Third Imperium The first Milieu reference book chronicles the emergence of the Third Imperium from the Long Night. Covers the early years of the Third Imperium, its history, structure, economics, and library data. With many adventure hooks for players and GMs. Due Nov. $31.95

Starships A valuable reference book, detailing the starhips of the Traveller universe, including ship names, statistics, anecdotal info, illustrations and deck plans. Due Oct. $31.95

Traveller New Era

SCI-FI Following the chaos of the rebellion, civilization is ready to re-awaken. Adventurers take to the stars as they struggle to re-explore and re-unite the old Imperium. **By GDW.**

TRAVELLER: THE NEW ERA A 384 page softcover book, with a character generation system with over 40 careers and 100 skills. A fast simple combat system. Innovative starship combat rich with tactical detail. Complete with history, maps, the Virus, trade and commerce, psionics, equipment, weapons, armor, vehicles, starships, and a complete system for generating endless worlds, including flora, fauna. $22.50

Path of Tears 160 page campaign sourcebook, with a history of the Coalition, the Schalli aquatic race, Coalition types of operations, tactical doctrine, organisation, strength of military forces, 6 sectors of the Diaspora and Old Expanses sectors are mapped, 19 key worlds are detailed, etc. $28.95

The Regency Sourcebook: Keepers of the Flame The citizens of the Regency are citizens of the Third Imperium. They are the reverant guardians of all that was great in that society, and they are pledged to carry its light back into the darkened universe. But this has not been easy. The effort to keep Virus at bay took two generations and almost exhausted the society's production capabilities. But now that this great external threat is seeming to fade, old rivalries are re-emerging & threatening to tear the Regency apart. $22.50

Vampire Fleet Throughout the bleak nightmare of the Collapse, the long dark shapes of warships, scoured clean of organic life, prowled the now lonely spacelanes and cast their deadly shadows over 500 worlds. This sourcebook focuses on Virus: what motivates Vampire Fleets, where they are encountered, their capabilities, behaviours, strengths, and weaknesses, & the Planet Promise, a world completely controlled by Virus infected machines. $25.95

TRAVELLER NEW ERA NOVELS

1. The Death of Wisdom
The first official Traveller novel. A deadly plague sweeps through the Hivers of the Rim, threatening not only to upset the delicate political balance in the Coalition, but menacing the very future of the Hiver race.

Vampire

HORROR A storytelling role playing game. Players are vampires, tortured creatures who must cling to the last shreds of humanity lest they become a ravening fiend. **By White Wolf.**

Vampire 2nd Ed. Hardback Explains the concepts of this mature-age RPG, with a background for Vampires, how to define characters, interaction with the story, the drama, creating a setting and running a story, etc. ``Its atmosphere is stark, exotic & brooding, but with an underlying sonorous sensuality. Vampire is a neo-gothic vision of romance laid atop today's hyper-kenetic MTV world.'' That about explains it. The second edition version is easier to understand, the layout is attractive & the artwork exemplary. $39.95

A World of Darkness 2nd Ed Venture into those

forbidden regions where even vampires fear to tread. Glide through the elegant salons of Europe's elders and trek through the depths of the Dark Continent. Includes Australia, Japan, & the USA. $28.95

Antagonists Mind's Eye Theatre live roleplay supplement for Masquerade. With complete rules for mortals, including rules and role playing notes for the Inquisition, government agents, and independent hunters. Updated Numina, with rules for using True Faith, Hedge Magic and psychic powers, and complete character creation rules for sabbat. $23.95

Berlin By Night Sourcebook on Berlin. The Soviet Brujah who rules the city are gone, & now East & West experience rivalries. $23.95

Blood Bond Characters learn of the strength of the blood bond, an obsession none can resist, whilst dealing with the Prince of Chicago, strange new Kindred and the dread Sabbat. $15.95

Book of Nod Pocket sized book that contains the records of the birth of the undead, so has invaluable insight into vampire origins. $14.95

Book of the Damned An intro to the Vampire world, it presents new material and important information from the rulebook. $12.00

Chicago by Night 2nd Ed Campaign accessory exploring this divided city that teeters on the edge of chaos. With Kindred NPC descriptions, maps, character interaction charts, over 100 encounters. $26.95

Chicago Chronicles Vol 1 A compilation of two classic Vampire sourcebooks. Chicago By Night 1st Ed and the Succubus Club. Together these two books present the beginning of an epic story of intrigue, warfare and survival among vampires of Chicago. $34.95

Chicago Chronicles Vol 2 Two classic vampire sourcebooks, Chicago by Night 2nd Ed and Under A Blood Red Moon. Also features the next chapter in the epic fall of Chicago. No vampire is safe, not from werewolves or each other. $31.95

Chicago Chronicles Vol 3 A compilation of Milwaukee by Night, Ashes to Ashes, and Blood Bond. These are the final chapter that concludes the War for Chicago. A tale of betrayal, hatred and revenge. Due Dec. $31.95

Children of the Inquisition From the flames of the Inquisition sprang two waring factions of the Undead - the Camarilla and the infamous Sabbat. This supplement introduces both to the game. $28.95

Clan Book: Assamite Feared by all yet courted by many, refusing outside allegiances yet willing to hunt Kindred for a payment of blood, Assamites are among the most reclusive clans. Once hunted, these vampire assassins are now sought by the Kindred to dispose of their enemies. $15.95

Clan Book: Brujah History, traditions, myths and secrets of Clan Brujah, 10 templates of characters, & mysterious powers. $15.95

Clan Book: Gangrel How they Gangrel run with the werewolves and the powers they gain, 10 sample charactesr, history, etc. $15.95

Clan Book: Lasombra From their webs of shadows the Lasombra guide the destiny of the dread sabbat. Unseen even by mirrors, these lords of darkness glide through the night they rule, orchestrating the rise and fall of kine and kindred. $15.95

Clan Book: Malkavian An extremely warped Clan, whose members are all insane (as is this book. The information contradicts itself - no it doesn't. Pages are stuck in upside down, some text is unreadable, etc. This book reveals histories, madness, 10 sample characters. $15.95

Clan Book: Nosferatu Most vile of the vampires, they have formed an underworld of darkness in the sewers beneath the city. $15.95

Clan Book: Setites Called corrupt by even the most crooked Ventrue, the Setites are almost universally mistrusted and feared by the clans of the Camarilla, and scorned by the Sabbat. $15.95

Clan Book: Toreador A Spanish clan that does little more than fight amongst itself all the time. Ten character templates. $15.95

Clan Book: Tremere 64 pages for this majestic and mysterious clan. With the clan's dark history, 10 sample characters, etc. $15.95

Clan Book: Tzimisce Known fiends even by other vampires, the Tzimisce are the masterminds behind the Sabbat. They are the truth behind mortals' legends of vampires in the night. In rejecting their humanity, the Tzimisce hope to attain something more. *This book is strictly Adults Only. You cannot order it unless over 18 years.* $15.95

Clan Book: Ventrue The vampires of Clan Ventrue understand that power has value only as a means to an end. So they use their vast resources to extend their reach, all the while watching and waiting for the right moment to strike. For there are even worse things in this world than vampires, and the Ventrue know they are they only hope. $15.95

Dark Destiny A hardback novel with 22 short stories. Experience a Gothic-punk world where vampires, werewolves, and mages stalk among humanity - through their existence remains shrouded from their mortal herds. 398 pages. $31.95

Dirty Secrets of the Black Hand Synonymous with terror and destruction, for centuries the Black Hand has struck fear in the hearts of the Camarilla's vampires. What would the members of that sect give to know the role the Black Hand has played in their own history. $27.95

Elysium: The Elder Way The vampire elders dwell in ancient lairs and spin webs for mortal and immortal victims alike. This has rules for creating elder characters, creatures of true power. For mature readers only. $23.95

Laws of the Night For Mind's Eye Theatre. Clans, bloodlines, disciplines, character creation, derangements, influences, merits, flaws, paths, archetypes, abilities, FAQs: everything you need to be a vampire. $17.95

Los Angeles By Night Passionate and fiery, Los Angeles burns with an excitment found in no other city - and now it is unparalleled in violence. The anarchs who swore eternal brotherhood when they drove out the Camarilla have formed gangs and now battle each other. $28.95

Milwaukee by Night Details this city where the Anubi's strength is waning, while salivating packs of Lupines (Werewolves) await their chance to destroy their ancient enemies, the Vampires. 128 pp $22.50

Mummy: 2nd Ed From the depths of the Underworld they rise: the tormented mummies, cursed to be reburn for all eternity. Nowjoin these immortal warriors in their age old struggle andexperience the legacy of the forever undying. Due Dec. $28.95

New Orleans By Night Sourcebook of the history and intrigues of the city, the Mighty Kindred who make their way there, & a story. $28.95

Player's Guide 2nd Ed Features new clans, archetypes, skills, abilities, & equipment, plus character Flaws, Merits, & weaknesses. Details the powerful Elders, with Disciplines far surpassing those of the younger Kindred. Leading designers also offer new techniques for better roleplaying in Vampire. (Stock code # 2206) $34.95

Player's Guide to the Sabbat History, secrets, myths, rules for creating Sabbat characters, new clans, bloodlines, rituals, etc. (Stock code # 2055) $23.95

Prince's Primer A resource for Vampire or Mind's Eye Theatre, with thoughts from princes, anarchs, and others on how to rule a city successfully; the infamous "A Manifesto on Becoming Prince", conclave reports, etc. $17.95

Storyteller's Handbook 2nd Ed Includes chapters on perfecting the Storytelling art, how to handle settings, Chromicles set in the past & future, new Bloodlines, foes & additional rules for magic, flight, etc. (Code # 2222) $28.95

Storytellers Handbook to the Sabbat Guide to running stories involving this sect, five stories involving sabbat characters, two new bloodlines, a look at the infernal powers corrupting the sect, etc. (Stock code # 2225) $23.95

Storyteller's Screen + 16 page story-adventure. $17.95

The Inquisition While young vampires may scoff at the mortals who hunt them down, their elders remember a time when robed monks rode from haven to haven, using the twin weapons of fire and faith to destroy the undead. But the Inquisition did not die in those dark ages, its soldiers still roam the Earth, and the damned fear them more than any others. $18.95

The Kindreds Most Wanted Thirteen of the most feared creatures in the World of Darkness, the history of the Red List, the Anathema, and those who hunt them, and a beginning story. $23.95

The Last Supper The first installment in the long awaited Giovanni Chronicle. The Last Supper takes the characters to the subterranean lair of Claudius Giovanni, where the food they eat will be their last. The characters become caught in the war between the clans of the Camarilla and those from the Giovanni. Set in 1444 AD. $23.95

The Giovanni Chronicles II: Blood & Fire Continues the story two centuries later, in Rome. The Giovanni clan, its memebers foul necromancers all, seek nothing less than apotheosis. Only the characters have a chance to thwart their schemes and horrible plans. $28.95

The Masquerade 2nd Ed Completely revised, a spin off from Vampire, there is no table or dice involved in this complete live role-playing game. Now in book form. There are rules for creating and playing a vampire in a live setting, intricacies of Kindred society and social structures, & tons of ideas for storytelling. $28.95

The Masquerade Book of Props This book is a comprehensive how to for designing everything from sets to costumes to believable characters. The book combines the best of Live-Action and stage theatre, enabling you to bring the World of Darkness alive as its never been before. $23.95

The Masquerade: The Elder's Revenge "The Prince: America in Three Acts." One of the years most eagerly anticipated theatrical openings is cancelled suddenly, with all things going wrong. But then the playwright is ready to reveal the secrets in his play to a new stage. Vampires from across the country come to judge his work. $17.95

The World of Darkness: Gypsies The supernatural creatures of the World of Darkness tend to think of humans as little more than animals, ignorant of what really goes on in the shadows around them. The Gypsies think this of the supernaturals. The Gypsies have seen things which would turn a werewolf's fur white & make a vampire's fangs fall out.

VAMPIRE NOVELS

1. The Beast Within Anthology of 13 vampire tales that explore the darker side of San Francisco. $8.00

2. Prince of the City Depicts life along the Barbary Coast, the Chinatown Tong Wars, transcontinental railroads, a World's Fair and the Great San Francisco Earthquake, all from a vampire's perspective. $9.50

3. House of Secrets Ilse Decameron has discovered the last mortal of House Tremere. She thinks he is a reincarnation of a man she once loved. She must now choose between him and the Clan. $9.50

4. On A Darkling Plane When an unknown enemy assails his people, Sinclair rouses himself to command the defense, only to discover that he and his clan are pawns in a contest that has been waged since the dawn of civilization. And an unseen puppet master is willing to sacrifice every piece on the board in order to checkmate her opponent. Who is she? $9.50

5. Vampire Diary: The Embrace Hardcover novel. In the shadows of Los Angeles, an ancient vampire courts Auston Jacobson, a nightclub bartender. Can he resist the Embrace, the gateway to eternal damnation? $25.00

6. As One Dead In the shadows of Toronto, anarch vampires live in a narrow zone of safety against the oppression of their Sabbat enemies. To them comes a saviour - a powerful ancient vampire urging them to rebel against the Sabbat's yoke - but can she be trusted? $9.50

The Masquerade of the Red Death Trilogy

1. Blood War For ten thousand years a race of immortal vampires has waged a secret war to control mankind. But now a new player has entered the game - known as the Red Death. He controls forces that make the kindred tremble. $9.50

2. Unholy Allies Only two people can stop the Red Death, Dire McCann and Alicia Varney. Racing against time they desperately need to find the one historian who knows the vampire's true identity. $9.50

3. The Unbeholden Despite McCann's and Varney's efforts, ancient monsters stalk the earth, as the Red Death prepares to seize control of the two most powerful organizations that rule the world of darkness. But to win, the Red Death must destroy McCann, who is the most dangerous man in the world. $9.50

Vampire Dark Ages

HORROR White Wolf have now released a new RPG - this time focusing on Vampires in the Middle Ages - a time steeping in tradition and fear.

VAMPIRE: THE DARK AGES RPG A complete RPG set at the close of the 12th Century in medieval Europe - the darker, nastier Europe that existed in the past of the World of Darkness. This is a grand but terrifying age to be a vampire. On one hand it is a time of superstition, of blind obedience and casual brutality. Life is cheap and for the taking, and few gainsay the right of the strong to subdue or

destroy the weak. But it is also a time for terror for the Cainites. There are few places to hide from the sun and the torch, and the roads are made perilous by brigands and ravening Lupines. It is an age of faith as well, and the lowliest peasant might hold in her heart the power to thwart even the mightiest vampire lord. From the Nile Delta to the Iberian Peninsula, from England to France, from Moslem Jerusalem to the Teutonic barbarisms of the Schwarzwald, it is an age of darkness lit by the flickering of torches. $44.95

Book of Storytellers Secrets Explore the weird and wondrous nights of Dark Medieval Europe. Wander the lonely nocturnal roads in service to the vampire princes - or become one yourself. Track a unicorn for its blood, or delve into the intrigues of the Italian merchant cities. Battle Assamite killers in the Holy Land. $24.00

Constantinople By Night Come to domed Constantinople, would-be heaven on Earth and wonder of the Dark Medieval world. Walk its torchlit streets and lavish bazaars. Indulge in the decadent pleasures of a thousand realms. Be on your guard, though, from dangers from Caine's children, and an impending invasion. Jan'97 $23.95

Vampire: Dark Ages Storytellers Screen Four panel screen plus book of character record sheets. $17.95

Warhammer Fantasy

FANTASY Traditional fantasy setting - in fact, Games Workshop's Warhammer Fantasy world. **Printed under license by Hogshead Publishing.**

WARHAMMER FANTASY ROLE PLAY This is an exact reprint of Games Workshop's Third Edition. It allows you to roleplay in Games Workshop's popular fantasy world, where on the surface it is a civilized and cultured place, where only the occasional conspiracy, assassination, revolution or invasion by orcs, goblins, beastmen or mutants disrupts the feudal order. Yet a shadow hangs over the world, cast by the corrupting hand of Chaos. 366 pages with lots of art, 130 character skills, 100 character careers, fast moving combat system, 150 spells in seven types of magic, etc. $55.00

Apocrypha Now Material collated from old WFR supplements and White Dwarf magazines. Includes optional rules, new magical gear, new scenarios and campaign ideas, new career types including Elven Wardancer, how to convert characters between WFR and WFBattles. 128 pages. $30.00

Dying of the Light All new material. Marienburg, city of commerce, learning, superstition. The adventurers are sent there seeking a rare book, and uncover a sinister web of intrigue, missing scholars, and strange powers. Rumours of ancient demons are followed by panic and rioting, and the city is in danger of being destroyed completely. $30.00

Fire & Blood: Doomstones Campaign Vol I A chance discovery in the mountains puts the adventures on the trail of the legendary Orcish war-force, the Bloodaxe Alliance. They must retrace their last journey to find the powerful artifact, the Crystals of Power. Mystery & adventure! $44.00

Shadows Over Bogenhafen The enemies within the Empire. This book is a compilation of two old titles, The Enemy Withing and Shadows Over Bogenhafen. Includes an adventure in which you hunt for Chaos infestations within the Empire, and heaps of background info, history, politics, religions, etc. $30.00

Webs

GENERIC A smooth generic role playing system with core rules and supplements that are devoted to one genre of RPGs.

Webs Basic Gaming System RPG A complete, generic role playing system designed with ease of play in mind. This core RPG book covers character creation, including achetypes, skills, basic and secondary attributes, disadvantages, etc; the human race is covered in its entirety; all aspects of character skills including general skills, psionics, magic, spells, weapons; a complete weapons and equipment listing covering from ancient to sci-fi times; and complete rules for combat. 86 pages. $16.00

Web of Stars Sourcebook Now that you have obtained the RPG to learn the basic rules needed for play, this 200 page book adds a complete Sci-fi universe background in which to play. Complete rules & info are provided for 19 new player races, virtual reality, battlemechs, technomagic, new star systems with color star map, rules for starship construction, etc. $27.00

Werewolf

HORROR Second in White Wolf's gothic-punk series. Here the players are werewolves. lupine outcasts who fight to defend their wilderness territory from the forces of the wyrm. **By White Wolf.**

WEREWOLF 2nd Edition Completely revised for the best clarity, with improved combat rules fully useable with previous Storyteller games, and including expanded rules for spirit combat. Provides a deeper look into the Umbra and its many levels, including glimpses of Wraiths. There are also more details on Garou culture, including new rituals and the pictogramic saga of the Garou, from their ancient beginnings to modern times. This is a hardback book. $40.00

The Apocalypse This Mind's Eye Theatre supplement brings the world of Garou to live-action storytelling. The Apocalypse features new and intriguing information about Garou society, including each Garou's role in it. Also features Garou political issues that can enrich any game of Werewolf, whether played live action or normal role playing. $23.95

Axis Mundi: Book of Spirits Axis Mundi, the World Tree. The spiritual centre of the world. The Garou know it well, for they must place themselves at the Tree, the centre of creation, to work their rituals. And in the branches and among the roots, the spirits await, to assist or punish. $28.95

Black Furies Tribebook The history and culture of the Black Furies, five ready to play character templates & a small comic strip. $15.95

Bone Gnawers Tribebook A bunch of down and outers, this tribe lives on the street in downtown, kicked around, abused, rejected, outlaws. But they stand up for the hobbos and desolates who live on the streets. $15.95

Book of the Wyrm Detailed information on the Black Spiral Dancers, the hideous lost tribe of the Garou, subsidiaries of Pentex and their machinations, traits & rules for Banes, fomori, Incarna, etc. $23.95

Caerns: Places of Power Caerns, ancient places of power, sacred sites to the werewolves. This book includes 14 caerns, a full color map of the world's Moon Bridge routes, and the cunning and dangerous Kitsune werefoxes of Japan. $23.95

Children of Gaia Tribebook The Children of Gaia believe the Wyrm cannot be defeated with its own vices - they believe understanding and forgiveness will prevail. This tribebook describes this peaceful tribe with history and culture, 5 character templates, etc. $15.95

Chronicle of the Black Labyrinth A compilation of Wyrm lore, collected from eye witnesses throughout the ages, and presented in the same format as the Book of Nod. Terrifying Wyrm secrets are revealed here. $17.95

Combat When diplomacy fails...not all conflicts are resolved with politics and manipulation. Survival is a tricky business, and the average denizen of the World of Darkness needs to know a thing or two about fighting. Details on dozens of martial art styles, melee weapons, supernatural powers, firearms, etc. Can be used with an World of Darkness RPG, not just Werewolf. $23.95

Croatan Song A graphic novel. In the late 1500s, the Croatan Garou lived peacefully among the Native Americans of Roanoke Island. Then Sir Walter Raleigh's fleets arrived to claim the land of Virginia. They brought the Wyrm with them. This is the story of the Croatan's final battle to defeat the Wyrm and leave the Pure Lands free of taint, and what went terribly wrong. Due Oct. $18.95

Drums Around the Fire A book of short stories, including a garou fighting the most dreaded minion of the Wyrm, a Glass Walker learns true horror, a young pack fights to save children, etc. $12.95

Fianna Tribebook The Fianna know how to party - & to kick butt with the best of them. These Celtic werewolves live life to the fullest, reveling in their passions and mocking their enemies with vicious satire. $15.95

Freak Legion Pentex wants to speed up the process of human evolution. If nature won't do it quickly enough, Pentex will do it instead. Thus, the fomori: sick, corrupt combinations of Banes and humans, superpowered freaks unfit for human society, blessed with deadly powers yet cursed with terrible diseases. $23.95

Get of Fenris Tribebook Looks at the Get of Fenris; their Nordic heritage, legends, and society. A heavily illustrated book telling the saga of the Norse werewolves, the strongest of the strong. $15.95

Glass Walkers Tribe Book The Glass Walkers use technology, and cybernetics to help them in their battle against the Wyrm, and those other Garou claim they are traitors for doing so. $15.95

Midnight Circus World of Darkness. Come and visit Anastagio's carnival and circus, full of all kinds of freaks. Admission is a pittance, and the rides only cost a trifle, at first... $23.95

Outcasts: Players Guide to Pariahs Clanbook, Tribebook, Tradition Book all in one. The Camarilla, the Garou Nation and the Council of Nine Traditions all have their own scapegoats, the little guys who are always getting kicked around: the Vampire Caitiffs, the Garou Ronin, and Magic Hollow Ones. $23.95

Project Twilight The US Government is not wholly oblivious to the supernatural threats that hide in the World of Darkness. Indeed, a handful of intrepid agents track down and hunt these vampires & werewolves. But as these men and women begin to discover the secrets of their elusive prey, an inevitable question arises: just who are the agents really working for? $18.95

Rage Across Appalachia Deep in the backwoods of the southern Appalachian mountain range, the Garou hold out against the imminent destruction of their homes. Industry invades the mountains with roads and asphalt. But the Garou have teamed up with the native fae and together they resist and fight. $28.95

Rage Across Australia The land down under breads them tough and hardy, none more than the Garou. But the Garou stuffed up badly, and must make amends to heal the land. But the Wyrm is on the move too, taking over Australia with decay and ruin. $23.95

Rage Across New York The Wyrm has extended its corruption across the world, but especially in New York. The Garou will contain their rage no longer - the battle is on. $18.95

Rage Across Russia An ancient, evil vampire has arisen since the fall of the Iron Curtain, & the Garou are hard put to stop him. $23.95

Rage Across the Amazon The servants of the wyrm are trying to destroy the Amazon Rain Forest, but the Garou are trying to stop them. Includes heroes and villains from the war, werejaguars, Mokole werecrocodiles, etc. $23.95

Rage Across the World Now you can fight the war of the apocalypse from its earliest days. This book compiles two classics, Caerns: Places of Power, and Rage Across Russia. $31.95

Red Talons Tribebook We are wild - unquenchably wild. Red Talons are different than all the Garou. We are not a balance between wolf and human. We are creatures only - born of wolves. We are unafraid to be animals. But the Red Talons are dying. We are so few now. $15.95

Shadow Lords Tribebook A backstabbing and stormy tribe from Eastern Europe. They believe they are the only true werewolves fit for survival. The book is filled with truths that the other tribes regard as lies. $15.95

Silent Striders Tribebook How can the other Garou ever understand? They take pride in their territories, defending them against all comers as if their own brothers and sisters were enemies. Only we, the exiles, dare to gather the secrets in the far corners of the world. In only they realised that the whole world stretches before them. $15.95

Umbra: Velvet Shadow The places, spirits, and cosmology of the Garou spirit world. $23.95

Warriors of the Apocalypse Includes Werewolf statistics for nearly all of the Garou found in the Rage cardgame, including backgrounds and personalities; information on th Wyrmspawn too, from fomori to Banes; and stats for famous Werewolf characters such as Lord Albrecht. $23.95

Werewolf GM Screen 2nd Edition The GM foldout screen & pad of tables, with adventures to help storytellers get started. $15.95

Werewolf Players Guide A 232 page book that includes new character generation options, including merits, flaws, personality archetypes and new gifts. It has expanded rules for Rage and combat, including Klaive dueling and the Garou martial art of Kailindo, etc. $28.95

Werewolf Storytellers Handbook With advise, tips and essays on Storytelling, from creating chronicle to telling mythic stories. Details on garou culture, from the inner strife tearing apart the Garou nation to the seasonal rites of the thirteen tribes. With new antagonists and allies of the Garou, from urban horrors to native American monsters. $28.95

Who's Who Among Werewolves: Garou Saga A 112 page book full of black and white art and poetry belonging to the tradition of epic poetry, which tells about the deeds of warriors or heroes. $17.95

WEREWOLF NOVELS

1. When Will You Rage?
An anthology of 19 short stories, all original, detailing the lives and battles of San Francisco's werewolves. $9.50

2. Breath Deeply
Peter War's Glass Walker tribe is being decimated by the Snow Plague. He must travel to the Amazon to find a flower that will cure the plague. But the Pentex are busy plotting and he does not trust the Amazonian Garous. $9.50

3. The Silver Crown
The Silver Fangs king is dead, and of two contenders for the throne, one intends to hand the tribe over to the Wyrm. The other must find the Silver Crown to stop him. $9.50

4. Call to Battle
This is a RAGE card game novel. Jay Caldwell is trapped at a military school, estranged from his step-father, brutalised by his sadistic headmaster. Then he learns he is a werewolf, being secretly experimented with by a technomantic mage... $9.50

Wraith

HORROR White Wolf's next installment in their series of dark RPGs set in a near future - this one being Live Action Roleplay. In this one you play the role of a ghost. **By White Wolf.**

WRAITH RPG 2nd Ed A 292 page hardback book. Death wasn't the end. Death wasn't the answer. Death was just the beginning. So what do you do? Do you listen to the voice inside yoru head telling you just to let go? Or do you still fight, still love, still feel the passion that won't let you rest? Oblivion's the easy way out. Life after death is hard. Choose. You have eternity to weight the consequences. This is not a game about death. It is a game about what comes after. $45.00

Artificers Guildbook Spirits in the Material World. "So, kid, you thought you were hot stuff on the nets while you were alive. Ever hack anything from the inside before? Didn't think so. Well, don't worry, back then you were only human. Now you're something else. See you on the inside!" Includes history of the guild, banishment, etc. $18.95

Dark Kingdom of Jade The Underworld of Asia. In the Middle Kingdom, ancestors are still revered and only the foolish scorn the power of the Restless Dead. Yet the Underworld is as sundered by nationalism and conflict as are the troubled Skinlands, and terrors unknown in the sheltered halls of Stygia await unwary travellers. $23.95

Dark Kingdom of Jade Adventures Renegades ride a ghost ship across the Sea of Japan, wreaking bloody havoc on Imperial slavers. On the spectre-haunted streets of Hiroshima, a deadly race is run for the ultimate weapon in the wars of the dead. $23.95

Dark Reflections: Spectres They ride the winds of the Maelstroms. In the fury of the Tempest and the darkness of the Labyrinth they wait for their victims. They are the devoted servants of Oblivion, and they work its dark will as they revel in its power. Called...Spectres. $15.95

Guildbook: Masquers Why are the Masquers feared and misunderstood? Because they can changes their faces in an instant, mold fearsome weapons from the plasm of their bodies, transmogrify other wraiths into tapestries...and yet, they all *seem* so *nice*. $18.95

Guildbook: Sandmen The Sandmen exist among dreams and bring them to sleeping minds, and also bring nightmares - which they can deliver upon the vulnerable. The Sandmen can shape dreams as they like. They can tear a sleeping soul from its body, and the anguish doesn't always end when you wake. $18.95

Haunts A sourcebook detailing the strongholds of the Restless, with eleven Haunts throughout the Shadowlands, including Hierachy, Heretic, and Renegade Haunts, & rules to create new Haunts. $23.95

Hierarchy The Empire of the Dead...the system, the establishment, the powers that be. Since its inception, the Hierarchy has fostered an image of strength and invulnerability, power, and omniscience. These are the masks through which the Hierarchy looks out upon the Underworld. $18.95

Love Beyond Death Better to have loved and lost than never have loved at all. The fiery passion of love denied form knows no bounds, and for those who risk the pain of loss for the chance for a tender caress, life-in-death is endlessly bittersweet pain. In such a bleak and hopeless existance, the promise of love is one of the only beacons of hope in the face of Oblivian. $15.95

Midnight Express An unearthly whistle in the distant tunnel signals the arrival of the ghost train known as the Midnight Express. It has been cobbled together from many train wrecks and is the only reliable way of getting through the Tempest to virtually any destination in the Shadowlands. $18.95

Necropolis: Atlanta Full of wraiths who refuse to stop fighting, with 30 of the most influential Restless of the city, background on the history of Atlantis in the Shadowlands, info on the Kindred for Vampire. $23.95

Oblivion For Mind's Eye Theatre. At long last, ruesl for live action for the dead. Now death does not have to be the end. Due Jan'97. $23.95

The Face of Death A large foolscape book full of morbid black and white art for the new Wraith game. $20.95

The Quick & the Dead When the prey turns on the hunter...ever since the first dark discovery of its own mortality, humanity has been fascinated by the world of the spirit. There are those who would know more of the afterlife. These mortal pioneers of the spirit come in search of the secrets of life beyond the grave, yet knowledge is not all they seek. $18.95

The Risen Here's what you've been waiting for. A guide to the Walking Dead, those who dare to take their bodies back from the embrace of the coffin. Included are the powers, limitations and history of the Risen, as well as the terrible secret that each revenant carries with her. $18.95

The Sea of Shadow: Storytellers Guide to the Tempest The Sea of Shadow is a lake of cold fire, burning through a wraith's self delusions and setting flame to her Passions. It is a sea of souls, where Spectres tear Passions from unsuspecting wraiths. $18.95

Wraith Character Kit Includes a player's screen, character sheet, death certificate, & other insert items. $17.95

Wraith Players Guide An essential reference for players and storytellers alike. By expanding the realms of the Restless Dead beyond Stygia to the mysterious Dark Kingdoms, the Wraith Players Guide opens up new possibilities for creative role playing. With all new merits, flaws, arcanos, and abilities. $28.95

Wraith Storyteller Screen 2nd Ed GM screen, sample Harrowings and storytelling suggestions, introductory chronicle, and additional game info. $18.95

WRAITH NOVELS

1. Caravan of Shadows
While alive, Joey Castelo was a fiercely competitive boxer, though with few awards. Death, however, elevates his status in the ring. And being a wraith leads him deeper into the World of Darkness. $9.50

2. Beyond the Shroud
Hardcover novel. David Robinson's life has taken several turns for the worse. First his daughter dies, then his marriage crumbles and his career falls apart. Then he is killed in a hit and run accident, and now he faces his most harrowing challenges as a wraith in the Shadowlands. And then he learns someone is out to destroy his wife... $34.95

3. Death & Damnation
An anthology of stories about the society and culture of wraiths, beings who continue to exist even beyond the veil of death. 416 pages. $7.95

Dark Kingdoms Trilogy

1. The Ebon Mask Something truly evil is stirring. Something cunning and malign that threatens the living and dead alike. And Montrose is the only being with a prayer of stopping it. $9.50

Computer Games

Color Code

■ New Item Now Available and in Stock

■ New Item Not Yet Released

Pre World War II

ADVANCED CIVILIZATION — AH

By Avalon Hill, this is the computer version of their famous boardgame. Traces the growth of civilization from 8,000 years ago to the present. Features complete player interaction, with combat totally dependent on player actions, there is no random element; 8 players can play via online; there are three levels of AI, four variant options, dozens of different player combinations; you need to balance your degree of urbanization with the availability of rural population to prevent inflation or stagnation; technology is necessary, but do you spend resources developing new technology, or in building your civilization; and there are of course calamities, earthquakes, famine, civil war, slave revolts, floods, barbarians, plague, and conspiracies of men! *IBM Requires: 486, CD-ROM, 8mbRAM, SVGA.* **IBM - $90.00**

AGE OF RIFLES 1846-1905 — SSI

This is SSI's Wargame Construction Set III. This is a stunning looking game set in a time when the rifle dominates the battlefield. Puts you in command of troops from around the world, fighting the endless battles that raged between 1846 and 1905. Much more than a Civil War game, this game includes battles of Europe, Asia, and South America. You can create your own scenarios. There are over 1,000 uniform combinations, 80 weapons, 28 nationalities. Gunshot, explosion and fire animations bring the battlefield to life. Can be played single player, two player, and via e-mail. Includes 8 campaigns and a staggering 62 scenarios, including US Civil War, Franco-Prussian War, Mexican-American War, Russo-Japanese War, Soldier Queen. *IBM Requires: CD-ROM, 486/66, hard disk, 8megRAM.* **$50.00**

AGE OF SAIL 1775-1820 — TalonSoft

Delivers an excellent blend of exciting real time 3D perspective naval combat with the pageantry and grandeur of beautifully rendered Sailing vessels from the Tall Ships era. Take command of the greatest sailing ships in history, including the Victory, Constellation, Guerriere, Bonhomme Richard, Vegeance, Saratoga, etc. With a complete campaign game as Britain, Spain, France or USA. A complete scenario editor lets you create instant naval combat to your specifications. *IBM Requires: 486/66, 8megRAM, Windows 3.1+, SVGA.* Due November. **$90.00**

AIDE DE CAMP — HPS

At last! We have been asked hundreds of times to get in this wargame design kit.Any and all hex-based wargames can be entered and played on your personal computer using this wargames assistant program. You create the unit symbols and terrain graphics, including the colors you want, you make and edit the map, you determine how combat and movement operates. With three zoom levels, up to 30,000 hexes per map, saved game options, hex numbering, combat and movement replays so you can play by mail, the game rolls the dice for you, etc. You can edit the game at any time, placing the units where you want them. Note: you must own the boardgame you are recreating, because this game has only simple movement and combat - with special combat or movement results, you will need to consult the boardgame rules and tell this game what to do. Please note: this product is quite complicated to use. *IBM Requires: VGA, 3.5"FDD, hard disk, 286+.* **$99.00**

BATTLEGROUND: GETTYSBURG — EMP

This is the 2nd title in Empire's magnificent "Battleview" series of wargames, which features a stunning new 3D approach to the battle, with 3D terrain showing forests, hills, valleys, streams, and 3D units of infantry, cavalry and artillery, each based upon a small movement stand. Units are regimental, you can play the 1st, 2nd, 3rd day or the whole three day campaign. With extensive combat sounds and video clips. Absolutely fantastic. *IBM Requires: Windows 3.1+, 386/33+, CDROM, 4mbRAM, SVGA, hard disk.* **$90.00**

BATTLEGROUND: SHILOH — Talon Soft

The fourth game in this magnificent series of "Battleview" wargames, which features a stunning new 3D approach to the battle, with 3D terrain showing forests, hills, valleys, streams, and 3D units of infantry, cavalry and artillery, each based upon a small movement stand. This game covers the two days of April 6th and 7th 1862 when the Confederate Army under Albert Sidney Johnston launched a bold surprise attack on US Grant's Union Army. Multiple scenarios include The Surpise Attack, Hornet's Nest, and Pittsburg Landing. Features variable Command Control - the computer can control those parts of your army you don't want to command. *IBM Requires: Windows 3.1+, 386/33+, CDROM, 4mbRAM, SVGA, hard disk.* **$80.00**

BATTLEGROUND: WATERLOO — EMP

This is the most stunning and magnificent presentation of the Battle of Waterloo I have ever seen. The game features a stunning new 3D approach to the battle, with 3D terrain showing woods, buildings, hills, valleys, streams, and 3D units of cavalry, infantry and artillery, in this case, arrayed in formation (not on movement stands). You can be Napoleon or Welling and Blucher, and you can control all of your army or ask the computer to control any portion of it. You should see the French army in the process of attacking Hougoumont, with skirmishers advancing through woods, defenders behind the walls, artillery being brought up. *IBM Requires: Win 3.1+, 486/33+, CD-ROM, hard disk, 8mbRAM.* **$90.00**

CAESAR II — IMP

As governor of a province of the Roman Empire you must build cities and rule wisely. Fortify your creations, keep the plebes happy with bathes and entertainment and watch your defenses carefully. Should they fail, you can lead your legions to crush the hostile barbarians. Success will lead to promotion, and your cities will expand to fill your province. Govern well and rise to become Caesar! In the league of Civilization, including city building in the first century AD, more than 20 types of buildings to construct, fight barbarians in simple combat, or link the game with COHORT II, a sophisticated economic model, etc. *IBM Requires 386+, 1mbRAM, VGA, hard disk, CD-ROM* **IBM - $80.00**
Caesar II Hint Book **$40.00**

CIVILIZATION — Microprose

Still a great game - I was even playing it yesterday. This is the classic game of leading your chosen ancient civilization through the corridors of time, from 4000BC to 2100 AD. You develop cities and technology, trying to build a nation that will stand the test of time. You must build armies to defend, and explore the world. *IBM requires: 486/25, CD-ROM, 4megRAM.* **Special - $30.00**
Civilization Hint Book **$40.00**

CIVILIZATION II — MIC

This will certainly be the hit of the year. This game of building a civilization and guiding it through 6,000 years of history has just been rewritten as a second edition. Features stunning new 3D graphics for world detail, and 3D cities in full color; there are heaps of new troop types and weapons such as elephants, archers, stealth fighters and bombers, AEGIS cruisers; there are more technologies to develop; diplomacy is expanded and improved; there is a new map editor, full motion video of Wonders of the World; and there are now pre-set scenarios that let you take control of civilizations already developed, such as Ancient Rome, or a nation in WW2. *IBM Requires: 486DX/33+, Windows 3.1+, 8mbRAM, SVGA, CDROM, mouse, hard disk.* **$90.00**
Civilization II Official Strategy Guide CIV II hint book. **$40.00**

CIVNET — MIC

Sid Meier's **Civilization** computer game won Overall Game of the Year and Best Entertainment Program. This version permits solo play or you can play head to head via null-modem, modem, on one computer, or on the Internet. Compete against up to seven players. The modem and Internet features let you access millions of gamers worldwide. Now you can play in turn based or simultaneous play mode. Features a Chat Feature to talk to other gamers, a new streamlined Windows interface (so you can have several windows open at once), you can customize your King character, and the same original game of Civilization plus a map editor. I personally think that playing this game with one or more human opponents makes it one of the best computer games ever. *IBM requires: Windows 3.1 or '95, 8mbRAM, SVGA, CD-ROM, 18mb Hard Disk space, 14.4 baud modem,* 486/66. **IBM - $90.00**
CivNet Hintbook **$30.00**

COLONIZATION — MIC

Colonization from Sid Meier, who brought us *Civilization*. A story of discovery, exploration and territorial independence. Play the colonist, conquistador and diplomat facing the challenges and frustrations of building a new independent nation. Choose the European power you want to represent from France, Spain, Holland, or Britain, and use the wealth of the land to build up your population. Use deceit and force to outwit rivals. Use trade alliances to forge friendships and create new industies - all the while trying to hold back the possibility of revolt. With great graphics in the style of Civilization. *IBM requires: hard disk, CDROM, VGA, mouse, VGA.* **IBM - $60.00**
Colonization Hint Book **$40.00**

CONQUEROR A.D. 1086 — SIE

This game looks absolutely stunning. It reminds me somewhat of Defender of the Crown, but infinately superior. Set in the England between 1086 and the 15th Century, you must forge an empire, commanding strength, skill and strategy in your valient quest for the crown. You are in control of your destiny as you ascend to the throne of England in this richly detailed action-packed medieval adventure. Wage real-time battles from a top down perspective, compete against rival knights in 3D tournaments, create or storm castles, and foster commerce. Cinematic scenes are stunning, and the battles look really good. *IBM requires 8mbRAM, 486DX33, CD-ROM, SVGA, runs on Dos or Windows'95.* **IBM - $50.00**

CONQUEST OF THE NEW WORLD — CIN

This is the best game I have seen for the discovery and colonisation of America. A single or multiplayer game where you are in control of explorers, settlers and mercenary soldiers, to build new colonies and protect them. As you search for new rivers and mountains, you'll come across other colonies and encounter friendly and hostile tribes of Indians. Only through a perfect balance of diplomacy, exploration, trade and warfare can you build the ultimate nation, declare independence, and experience the true power of conquest. Stunning graphics, and includes a tactical wargame like a miniature's game to resolve battles. *IBM Requires: 486/66, 8mbRAM, SVGA, CD-ROM, Hard disk.* **$80.00**

CUSTERS LAST COMMAND — HPS

An older title in a plain box, but being the only recreation of the Battle of the Little Bighorn. You can play either Custer or the Sioux.Cheyenne Set at platoon level, 5 minute turns, with variations such as Gatlin' Guns, 2nd Cavalry as reinforcements, variable Indian village sizes, Indian readiness, etc. *IBM Requires: VGA, 3.5"FDD, hard disk, 386.* **$50.00**

DEFEND THE ALAMO — HPS

An older title sold in a zip lock bag. It is an historically accurate simulation, with "what-if" scenarios, the Alamo history, and is quit detailed in terms of establishing good fire lanes. You can win as the Texans, but it depends on if you can hold out long enough waiting for re-inforcements. *IBM Requires: 3.5"FDD, VGA, hard disk.* **$37.00**

FIELDS OF GLORY — MIC

An absolutely stunning and addictive game of the Battle of Waterloo in 1815, between Napoleon, Wellington and Blucher. You play with a 3-D angle of the game that lets you see all the troops standing in their colorful formations. Infantry stand in columns or lines, artillery can be both limbered and unlimbered - and the horses and limbers are still shown when unlimbered, cavalry form up in lines, and you can even see the plumes on hats, steel cuirasses on French Cuirassiers, etc. You control thousands of troops in close-up conflicts, or on wider, more tactical views. You issue orders to your forces quickly and effortlessly with a point and click interface. You can experience the excitement of Napoleonic warfare from small engagements to huge battles such as Ligny and Waterloo. You can get instant information about the status of all your troops. And there is pure, thundering "against the clock" battle action that pushes you to the limits and recreates the pressures and tensions of active combat command. Don't buy this game unless you are willing to give up at least 2 solid weeks! *IBM requires: 386+, hard disk, CD-ROM, VGA, mouse, 2mg RAM.* Due Jan'97. **$30.00**

HIGH SEAS TRADER — IMP

Are you ready to take the helm of your own ship as a 17th century horizon slides into view? This completely new look in strategy gaming using a 3-D perspective (no more little ships on flat maps!) puts you right up on deck while you outrun pirates and create trade routes to riches. Features a variety of goods to trade and passengers to carry. You command a crew of soldiers, sailors and apprentices, you defend against pirates & enemy man of wars. You can buy & enhance ships from several different types. You engage enemy ships in realistic sea combat, & you can even board & pillage foolhardy pirate ships. Graphics are great, with the 3-D approach, you feel like you are actually there. *IBM Requires: 386+, 4 mbRAM, VGA, CD-ROM, Microsoft Compatible Mouse.* **IBM - $50.00**

KINGMAKER — AH

Avalon Hill's famous boardgame is now available as a solitaire computer game, with high quality digitized graphics, digitized speech, icon-based interface, infinite replayability and adjustable difficulty levels. The game is set in England during the War of the Roses in the 1400s, a realm ravaged by intrigue and anarchy, as different houses and families supported various contenders for the throne. You cast your support for one of the claimants to the throne, and then do all you can to get him on the throne. Includes family trees, tactical battles to fight that have the feel of a miniatures game; a strategic map on which to maneuver your armies and gather taxes, etc. *IBM requires: mouse, VGA, hard disk, 3.5" FDD, MS-DOS 5.0 or higher.* **IBM - $90.00**

LORDS OF THE REALM — IMP

In the league of *Civilization*, this game presents medieval culture and society on an extremely detailed scale. The English throne lies empty in 1268 AD. You and 5 other lords are locked in a struggle for the crown. Reap the benefits of successful feudal governing, castle building, castle sieging, and land battles to conquer your rivals and claim the kingdom. You need to keep your serfs happy, assigning them to farming, herding, building, military, and other tasks. Design your own castles, and besiege those of your enemies. You can play the game straight from CD, there can be up to six human players, you can have modem play, the game features a detailed and realistic economic simulation, there are merchants and trade, and diplomatic messages and alliances, even with computer players. *IBM Requires: 386 +, 4 mb RAM, CD-ROM or 3.5" FDD, hard disk, VGA, Microsoft Compatible mouse.* **IBM - $50.00**

MACHIAVELLI — MIC

Machiavelli stunned the world with his brutal analysis of power politics in government and religion. Now you can use those same devious strategies to conquer your rivals in this addictive simulation of 14th Century political life. You'll trade goods with over 40 cities, you'll manipulate political and religious institutions through bribery, slander, and assassination. You'll field mercenary armies capable of crushing your enemy on medieval battlefields. Compete against computer opponents or up to 3 humans via modem. Winning is a matter of strength, shrewdness and clever deception. *IBM Requires: 386+, 4mbRAM, SVGA, CDROM, hard disk.* **Special - $20.00**
Machiavelli Hint Book **$30.00**

Monty Python & The Quest for the Holy Grail — 7thLevel

You must be seventeen years or older to buy this game, as it contains gore and mature adult subject matter. Collect clues and solve puzzles as you join Kind Arthur and his band of knights on their quest for the Holy Grail. Apparently very funny, it also includes an exciting never before filmed scene from the original script. Full of Monty Python's twisted and warped humor. *IBM Requires: 486/33, 8megRAM, CD-ROM, hard disk, SVGA, Windows 3.1+.* **$90.00**

Robert E. Lee: Civil War General — Sierra

Honorable in victory and gracious in defeat, Robert E.Lee, leader of the Confederate Army, commands universal respect. Now you can recreate Lee's war years in a campaign spanning six of his most critical battles. Fight any of the historical battles as either North or South; you can even play head to head via modem or serial link. Explore alternative history with a fictional battle for Washington. Crisp, exquisitely detailed graphics, rich period music, and even quality re-enactment film footage combine to bring the Civil War experience like you've never seen it. The game play is excellent, giving you a 3D view of the battlefield, which looks very much like a miniatures' game. *IBM Requires: CD-ROM, Windows, 486/33, 8megRAM, hard disk, SVGA.* **IBM - $70.00**

THE CIVIL WAR — EMP

This game lets you plan and fight every major battle and campaign of the American Civil War. Lead North or South through four bloody years that shaped the worlds most powerful nation. Captures the huge scale of the war, with armies and fleets. All the resources of the war are available, as you attempt to crush enemy resistance and fortifications. Control ironclads along the Mississippi, the building of railways, or small units of Rebel cavalry, over a vast battlefield area. Includes a full campaign allowing you to move your armies by land, sea, rail, or river. When armies meet you can choose to fight or retreat. Battles are fought using individual artillery, cavalry and infantry units on 3D texture mapped Gourand shaded battlefields, all in real time. *IBM Requires: 386+, CD-ROM, 4mbRAM, SVGA, hard disk.* **IBM - $80.00**

The Rise & Rule of Ancient Empires — SIE

Seize power and glory as the leader of one of six ancient empires, each with a unique legacy of cultural, scientific and military achievement: Egypt, Greece, Mesopotamia-Persia, Northern Europe, China or India. Explore your surroundings and expand your borders. Construct cities in the spectacularly rendered architectural style of each culture. Control your empire's military and domestic production, and conquer neighboring cities. Multiplay via modem or network. Random world generator. With stunning graphics of the cities you build, palaces, temples, and exploration. *IBM Requires: 486/33+, Win 3.1+, 8mbRAM, CD, SVGA.* **$90.00**

The Road From Sumter to Appomattox — HPS

This game is reputed to be one of the best ever and most detailed wargames simulating the American Civil War. Its June 25, 1861..."The first shots of the Civil War have been fired...Fort Sumter has fallen. Volunteers on both sides rush to the colors. Across the Union the cry is heard...On to Richmond!" This game covers the entire Civil War from the opening guns of Bull Run to the final surrender of the army of Northern Virginia.Includes 125 historical leaders, all individually rated, brigades, corps and divisions of infantry, cavalry, artillery; weekly turns; the choice of resolving combat either using the provided detailed tactical combat system, a quick combat resolution, or the option to resolve the battle using miniatures; detailed supply and production, a full naval system, and a scenario editor. *IBM Requires: 386, SVGA, 3mbRAM, 3.5"FDD.* **$55.00**

THE SETTLERS II — BLUE

An extremely cute and addictive little game. You lead a group of settlers in medieval times to a new land. You send off scouts to explore, and build settlements for your people. You must build many different types of buildings for the various jobs required, as well as producing a range of stores and consumables. Your tasks include mining, farming, hunting, fishing, building military units to protect your kingdom against enemies, trade with other islands and peoples, etc. Up to six computer opponents. *IBM Requires:486/66, 8mbRAM, hard disk, SVGA, CD-ROM.* **$90.00**

THE WAR COLLEGE — IDI

Universal Military Simulator No. 3. The most sophisticated and most successful military battle simulator, brought to you by the award winning authors of *The Universal Military Simulator* I and II, this 3rd Ed presents solid wooden 3D battlefields, units, and unit frontages. There are hundreds of pages of on-line interactive historical and biographical documentation. The game comes with four battles: Pharsalus with Caesar leading the legions of Rome; Austerlitz with Napoleon; Antietam with Lee; and the World War One battle of Tannenburg. You can change any of the dozens of variables that the computer uses to resolve combat. *IBM Requires: 486/33, CD-ROM, 2megRAM, hard disk.* **$55.00**

TWENTY WARGAME CLASSICS — SSI,SSG,IMP

This is the bargain of the year. Twenty great wargames by SSI, SSG and Impressions all in one box! The retail value is around $1,300! The games from Impressions are: *D-Day The Beginning of the End, Conquest of Japan, Global Domination, When Two Worlds War.* From SSG are *Decisive Battles of the American Civil War Volumes 1, 2, & 3, Gold of the Americas, Reach for the Stars, Warlords,* and *Battlefront.* And from SSI are *Battles of Napoleon, Carrier Strike, Western Front, Sword of Aragon* (still one of the best medieval fantasy wargames), *Pacific War, War in Russia, Wargame Construction Set II: Tanks, Clash of Steel, Conflict Middle East, Conflict Korea* and *Panzer General. IBM Requires: CDROM, 386+, 2mbRAM, hard disk with 60mb Free, VGA, mouse.* **$60.00**

DEFINITIVE WARGAME COLLECTION 2 — SSI etc

This huge four CD set has everything a wargamer could want - a dozen hard to find historical and hypothetical wargame classics, being *Harpoon II with BattleSets 2 & 3, V For Victory Utah Beach, V For Victory Market Garden, Ghengis Khan II, Romance of Three Kingdoms, Operation Europe: Path to Victory, Steel Panthers, Panzer General, Wargame Construction Set II: Tanks, Clash of Steel, High Command* and *Command HQ. IBM Requires: 486/33, CD-ROM, 8megRAM, hard disk, SVGA.* Due November. **$60.00**

WOODEN SHIPS & IRON MEN — AH

This is so stunning it took my breath away. Ship to ship combat features beautiful SVGA wooden sailing ships (over 130 different ships from 1775-1815) sailing in formation with billowing sails, with zoom in and out, and for boarding actions and checking the condition of the ships is a stunning deck view showing cannons and crews in action. There are 18 historical ship to ship and fleet combats, a campaign game, and you can design your own scenarios. You can play solitaire against the computer, hot-seated with a friend on the same computer, or via E-mail. *IBM Requires: 486/66, 8mbRAM, SVGA, hard disk, CD-ROM.* **$90.00**

ZEPPELIN — Microprose

Another classic. Build your own airship empire. Takes you through this Golden Age, from the early pioneer days to the final demise of the last great airships. Develop new technology, negotiate supply contracts, set up trade routes, etc. *IBM Requires: CD-ROM, 4megRAM, 486/25, VGA.* **Special - $20.00**

World War II

1942 The Pacific Air War — Microprose

A classic. A flight sim of the air war in the Pacific in 1942. Fly historically accurate aircraft under either the US or Japanese flags, eachwith authentic cockpit

and flight characteristics. Fly over the Philippines Islands and the jungles of New Guinea. 300 single player missions, 200 head-to-head missions. *IBM Requires: CD-ROM, 4megRAM, 486/25, VGA.* **Special - $30.00**

1944 Across the Rhine — Microprose

A classic. Featuring armored combat from D-Day to the end of the war in Europe. The M4 Sherman, the M18 Hellcat, the Tiger II, they are all here. You have complete operational control, from a single tank platoon to an entire American or German battalion. Become part of a famous unit and follow it through actual WW2 combat scenarios. *IBM Requires: CD-ROM, 4megRAM, 486/25, VGA.* **Special - $30.00**

ACES The Complete Collector's Edition — SIE

Four of Sierra's most successful flight simulators, all in one package. Includes *Aces Over Europe* (WW2 dogfighting), *Aces of the Pacific* (WW2 dogfighting), *Red Baron* (WW1 dogfighting), *A-10 Tank Killer* (modern ground attack), and *The Aviation Pioneers*, a historical tour of aviation history from 1903 - 1939. *IBM Requires: Win 3.1+, CD-ROM, 486/25, 4mbRAM, hard disk, SVGA.* **$60.00**

ALLIED GENERAL — SSI

The sequel to *Panzer General*, now you become an Allied General. Success depends on your effectiveness as a leader. Play thee campaign games as an American, British or Soviet General against the German army. Or choose from over 35 scenarios that let you play as either the Allied or Axis side. And several what-if scenarios include Churchill's never-realised invasion of Norway, Operation Jupiter. Watch your forces improve with each victory. Use new troop types such as Finnish Ski Troops. Units include anti-aircraft, air-defense, anti-tank, artillery, forts, infantry, recon, tanks, trucks, aircraft, naval. In each class there are a variety of skill levels, experience, and technology. There are many different types of tanks, such as Panthers, Hummel, Wespe, Tiger II, etc. *IBM Requires: 486/66, 8mbRAM, SVGA, CD-ROM, Windows.* **IBM - $50.00**

BATTLEGROUND: ARDENNES — EMP

This looks absolutely fantastic, as it introduces a whole new visual approach to computer wargaming - "Battleview", a stunning new 3D approach to the battle, with 3D terrain showing forests, hills, valleys, and 3D units of tanks, infantry and guns, each based on small movement stands. With this game you relive the Battle of the Bulge. Each "hex" is 250 meters, you use a simple point and click interface, you can play against the computer or a human, there are heaps of historical scenarios, there is a full feature scenario editor, and extensive combat sound & video clips.*IBM Requires: Windows 3.1 or '95, 386DX/33+, SVGA, 2X CDROM, hard disk.* **$90.00**

THE COMPLETE CARRIERS AT WAR — SSG

Includes Carriers at War, Carriers at War Construction Kit and Carriers at War II, and, also adds a series of scenarios covering the North Atlantic and Mediterranean Theatres, giving you ships for Germany,(the Bismark!), Italy and France. *IBM Requires as above + CD ROM.* **$90.00**

CLOSE COMBAT — Microsoft

Advanced Squad Leader for your computer! This is a grand tactical game of WW2 combat, with individual tanks, guns, and squads of men. You command soldiers who react realistically to the situation they're in. They are dynamically affected to their ability, strength, stamina and mental condition. Great graphics, animation, and sound effects make the battlefield come alive as you command either the Americans or Germans. With WW2 archival film footage and still photos. As you battle over a landscape, it will become pitted with shell craters, buildings will become wrecked, etc. Very detailed! For American and German forces it includes pistols, rifles, carbines, SMGs, machine guns, Panzerfausts, Panzershrecks, Bazookas, hand grenades, several types of mortars and AT guns, infantry guns, and tanks include M5A1, Pz III L, 75mm Sherman, Pz IVH, 76.2mm Sherman, Panther, Tiger I, StuG III an StuH III, Marder III, M10, M36, Jagdpanther, armored halftracks, jeeps, etc. There are several dozen types of terrain. Looks superb. *IBM Requires: Pentium, CD-ROM, 8mbRAM, Windows 95, SVGA.* **$59.00**

Close Combat Hint Book **$30.00**

COMMAND: ACES OF THE DEEP — SIE

As a U-Boat commander, stalk the occupied quadrants of the North Atlantic within the cramped confines of the "gray wolf". Slice through icy-cold waters, quietly pursuing the enemy, waiting for the right moment to strike. Crash-dive to avoid retaliatory attacks by enemy escort ships and anti-submarine aircraft fire. Operate under silent running, eluding detection by underwater sound-pulse devices in a tense game of cat and mouse. With spectacular hi-res graphics, and a rapid fire deck gun used like arcade action! *IBM Requires: Windows '95, CDROM, 486/66, 12mbRAM, SVGA, hard disk* **$50.00**

D-DAY AMERICA INVADES — AH

By Avalon Hill and the staff who designed the 360 V for Victory series, in this wargame you test your skills as a WW2 general in a historically realistic game. There are seven scenarios going from the invasion of France in June 1944 to the collapse of Nazi Germany, including SS Counterattack, Saint-Lo, Utah Beach, Omaha Beach, and the Campaign Game of all scenarios together. With a large full color map, quick start instructions, and detailed rules and historical commentary. With limited intelligence and fog of war. For one or more players. *IBM Requires: 386, 4mbRAM, SVGA, CD-ROM.* **IBM - $90.00**

EMPIRE II — NEW

Empire Deluxe was a game of world conquest and domination. With the focus on the entire world, the game tested your strategic skills in quickly spreading out, exploring and gaining control of it. *Empire II* is different - it is best described as being Grand Tactical - your objective is to win the battle, not the War. The game is based on pre-defined scenarios, but a Game Editor allows you to create your own scenarios and modify those provided. Features a wide range of war technology, infinite combat detail, sequential and parallel play, and supports modem and network support. *IBM Requires: 386+, CD-ROM, 4mbRAM, SVGA, hard disk.* **$60.00**

EMPIRE II Windows '95 *Requires as above + Windows '95.* **$80.00**

FIGHTIN' FORTIES — MIC

Three games presented in one game. *1942 The Pacific Air War* with frantic dogfights, death-defying dive bomb attacks and terrifying torpedo runs, *1942 Task Force*, surface naval action in the South Pacific, and *1944 Across the Rhine*, armored comat from D-Day to the end of the war in Europe. *IBM Requires: 486/33, 4mbRAM, CDROM, hard disk.* **$80.00**

GREAT NAVAL BATTLES The Final Fury — SSI

A big boxed set containing all FOUR Great Naval Battles, a magnificent World War Two naval combat simulator. With stunning graphics you command single ships up to whole fleets and even an entire country's navy. GNB I features battles in the North Atlantic from 1939-43; GNB II features the war in the Pacific between the Japanese and the Allies and US from 1942-43 during the battles for Guadalcanal; GNB III features the whole war in the Pacific from 1941-44; and GNB IV, which features not only the Atlantic, but also the Mediterranean and Baltic seas. So we see featured all the main French ships, such as the Dunkerque, and the Italian naval, and, the Russian navy. *IBM Requires: 386/66, 8megRAM, hard disk, CD-ROM, SVGA.* **$50.00**

GREAT NAVAL BATTLES VOL IV — SSI

The Fourth GNB game has come out, this one titled Burning Steel, 1939-1942, except this time the game features not only the Atlantic, but also the Mediterranean and Baltic seas. So we see featured all the main French ships, such as the Dunkerque, and the Italian naval, and, the Russian navy! Also included are the German navy and the UK navy. There are over 130 ships, and game includes a scenario editor, improved interface, with scores of historical and hypothetical scenarios or campaigns to play. *IBM Requires: CD-ROM, 8mbRAM, 386.* **IBM - $50.00**

OFFENSIVE — Ocean

This game presents World War Two combat between the Germans and Americans. It features a 3D top down view, depicting individual tanks and squads of infantry, etc. The scenarios are historically accurage, and includes direct control or a strategic map view. *IBM Requires: 486/66, 8megRAM, SVGA, CD-ROM.* **$85.00**

OPERATION CRUSADER — AH

Although this game is produced by Avalon Hill, it has been designed by the people who brought us the V FOR VICTORY series, and such the quality is extremely high, with stunning graphics for color Macintosh. It is set in Novenber 1941 on the Libyan Egyptian border, between Rommel's Afrika Corps and the British 8th Army. It has five scenarios and a campaign, and features a full color map of South Africa to play over, multi-national forces, armored overruns, four types of assaults and artillery missions, limited intelligence and fog of war, a stronger AI, etc. Requires: *Color Mac, System 7, 5 MB RAM, hard CD-ROM.* **$99.00**

IBM Requires: CD, hard disk, mouse, SVGA, 4mb RAM, 386. **$90.00**

OVER THE REICH — Avalon Hill

You command an Allied or German squadron of 16 fighters over WW2 Germany, 1943-45, in this strategy and role playing game. Choose the aircraft, select the pilots and armaments, plot the missions and fight your way to final victory. How long can your squadron survive in the skies? You can fight single battles, plan and fly a mission, or serve a complete tour of duty. With 19 aircraft types, unique pilots, variety of missions. Can be played two player vie e-mail, network, or on the same computer. *IBM Requires 486/66, 8megRAM, CD-ROM, Windows 3.1+.* Due December. **$90.00**

PANTHERS IN THE SHADOWS — HPS

Re-creates World War Two combat on the Western Front from 1939-45, including North Africa and Europe, set on a platoon/section scale. With 1 minute turns, over 1,500 weapons systems and 500 different guns, authentic round penetrations based on muzzle velocity, size, mass, density, target's armor thickness at location hit, and angle of armor. Also all the major round such as AP, APC, APDS, HE, HEAT, APHE, etc. There's no point trying to defeat the "game-system", because the game recreates history faithfully - only real-life tactics will succeed. 5 historical scenarios plus complete scenario editor. *IBM Requires: VGA, hard disk, 3.5"FDD.* **$85.00**

Panthers in the Shadows Map Builder Add-on Disk **$15.00**
Panthers in the Shadows Campaign Disk # 1 **$15.00**
Panthers in the Shadows Campaign Disk # 2 **$15.00**
Panthers in the Shadows Campaign Disk # 3 **$15.00**

PANZER GENERAL — SSI

As a strategy game, Panzer General will challenge your mind and stimulate your senses. Graphics are stunning SVGA coupled with actual WW2 photos and film footage, along with music and dynamic sound effects. The game starts in 1939 with you as a German general in Poland. If you win, you can advance to the next front, still commanding your newly experienced troops. Continue to lead well and those inexperienced units from Poland could turn into an overwhelming force plowing through Norway, Belgium, France, North Africa, and the Eastern Front. And you can also invade England, and the USA in 1945. As well as this progressive campaign game, there are 35 scenarios which can be played Allied or Axis. There are 350 unit types, including many types of tanks, guns, infantry, aircraft, etc. *IBM Requires: CD-ROM, 4mb RAM, SVGA, hard disk, mouse, 386DX33+.* **IBM CD-ROM $40.00** **MAC/WIN'95/DOS - $50.00**

PlayStation - $80.00 **SegaSaturn - $80.00**

Panzer General Official Strategy Guide 360 page book. **$40.00**

SILENT HUNTER — SSI

A feature packed WW2 submarine simulator. As commander of an American submarine in the South Pacific, your task is to sink as much enemy tonnage as possible. Choose from a variety of American submarines and prowl the shipping lines. Steal into enemy harbors, embark on Special Operations missions. Authentic WW2 film footage, cinematics and narration throughout. Play individual missions or an entire campaign. Enjoy a first person view of ships and a eagles eye view of tactical situation maps. *IBM Requires: CD-ROM, 4mbRAM, hard disk, mouse, SVGA.* **IBM - $50.00**

Silent Hunter Hint Book **$30.00**

STALINGRAD — AH

Avalon Hill's popular wargame is now converted into a computer game. Set in 1942, after five months of German advances on Stalingrad and the oil fields of the Caucasus, the German army has settled in for a bitter winter on the Russian steppes, with their Rumanian, Italian, and Croatian allies to bolster their flanks. But the Red Army has other plans. Stalin, having pulled reserves from every front and military district in the Soviet Union, is about to hand Hitler his first major defeat. This game, featuring stunning graphics, allows you to play the computer or a human opponent, and you can play Axis or Soviet. *IBM Requires: 8 mb RAM, 386 +, VESA SVGA, hard disk, CD-ROM or 3.5" FDD.* **IBM - $90.00MAC $90.00**

STEEL PANTHERS — SSI

The latest from Gary Grisby. Go tank to tank in this tactical squad level game, set in Europe and the Pacific from 1939-45. This game puts you in command of a single squad up to an entire battalion, as any Allied or Axis nation. In addition to tanks, you command infantry, cavalry, motorcycles, aircraft, artillery, amphibous landing craft, etc. You can play one of several set campaigns and carry your experienced troops through the entire war in the Pacific or Europe. There are also many ready to play historical scenarios, as well as a random scenario generator and powerful editor. Graphics are stunning SVGA, the sound track is great, and there are lots of WW2 photos and actual footage. *IBM Requires: SVGA, CD-ROM, 8mbRAM, mouse, hard disk.* **IBM - $40.00**

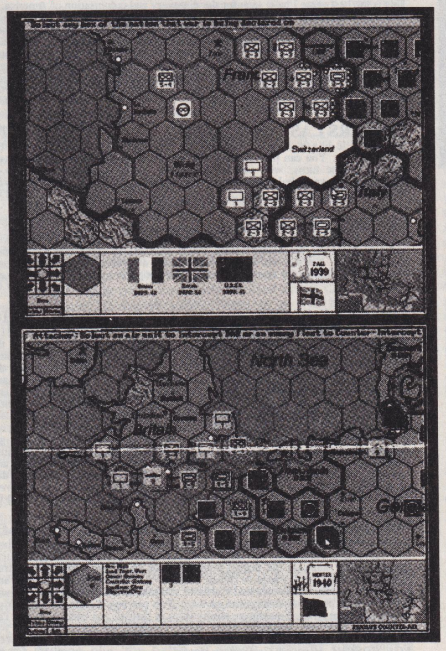
Steel Panthers Scenarios 30 new scenarios. **$40.00**

STEEL PANTHERS II Modern Battles — SSI

Here's the modern day version of one of the hotest wargames ever. Set in Europe, Korea, and the Middle East from 1950-1999. Puts you in command of a single squad or an entire battalion. Challenge the many historical or hypothetical scenarios or create your own. Endless custom scenarios can be had using the random scenario generator and powerful scenario editor. You can play solitaire or via modem. *IBM Requires: 486/66, SVGA, CD-ROM, 8mbRAM, mouse, hard disk.* Due 1997. **IBM - $??**

THIRD REICH — AH

Have you ever wondered how WWII would have developed if the Germans had captured Moscow, or invaded Britain? As the Allies, would you like to try to invade France before 1944? In this faithful adaption of the boardgame you command the armies, air forces and navies of one of the major powers during WWII. The game includes all air, ground and sea forces of all the historical belligerants plus the forces of Spain and Turkey. Players are free to pursue many strategies - this is the perfect game with which to explore all the "what ifs" of the war in Europe. Can be played two player or solitaire against a strong computer A.I. There are four scenarios, 1939, 1942, 1944, and the entire war, 1939-46. *IBM Requires: 486/66, 8mbRAM, SVGA, hard disk, CD-ROM.* **$90.00**



TIGERS ON THE PROWL — HPS

Extremely detailed recreation of battalion sized combat on the Eastern Front from 1939-45, including all the belligerents, Germany, SS, Soviet, Luftwaffe, Guards, & Axis. Combat is resolved using detailed calculations based on the US Army Ballistics Research Lab, taking into account armor thickness, round penetration at that range, weight of explosive, air drag, angle of the target, etc. Features hundreds of different tanks, artillery, infantry small arms types, etc. Magnificient. *IBM Requires: VGA, 3.5" FDD, hard disk, 386.*

Tigers on the Prowl Map Builder Add-on Disk **$15.00**
Tigers on the Prowl Campaign Disk # 1 **$15.00**

WAR AT SEA — QQP

Three games in one box. THE LOST ADMIRAL (you command a nation's fleet), THE GRANDEST FLEET (a grueling campaign where only one fleet can win) and WORLD WAR II (fight over the South Pacific.) *IBM Requires: 386, 4mbRAM, CDROM, hard disk.* **$50.00**

WAR ZONE — Slash

Contains five complete wargames, Figher Wing which is a modern fighter jet combat simulator; Starship, where you pilot a starship off exploring uncharted regions of the galaxy; Harpoon Classic, which is modern naval combat; No Greater Glory, an SSI recreation of the American Civil War; and Pacific Islands, set in the near future where Russia and North Korea invade the Pacific Islands. *IBM Requires: 386/66, CD-ROM, VGA 4megRAM, hard disk.* **$36.00**

Post World War II

BACK TO BAGHDAD — MIL

The ultimate desert storm simulator. Now you can hone your flight sim skills with the same accuracy as the military. Back to baghdad is created directly from the Red Flag and Top Gun flight simulators used in Air Force Pilot Training. This is the most realistic and accurate flight model on the market, complete with satellite photos from the US Department of Defense, precise geographic data and 40 missions packed with Air to Ground attacks. Are you ready for the challenge? You M fly the F-16C. Although a true flight sim and not for the faint at heart, the game does have three "instant action" scenarios pitting you against endless hordes of MiG 21s and MiG29s, with the "trainee" instant action level making your plane indestructable, and just like an arcade game. For real missions, however, it's actually like flying the real F-16C, with dozens of instruments to read in your cockpit.*IBM Requires: Pentium 90+, 16mbRAM, hard disk, Dos 6.2 with SmartDrive, SVGA, CD.* **$140.00**

DEADLINE — Psygnosis

Ever seen a major hostage taking incident on TV? Thought that you would have done things differently? Well, now's your chance. As commander of a crack anti-terrorist team it's up to you to bring about an end to a long standing siege. Research your approach, select and equip your troops and plan an attack route before issuing the attack orders. Successor failure depends solely on your orders, so always remember - Fail to plan and you'll plan to fail! *IBM Requires: CD-ROM, hard disk, SVGA, DOS or Windows, 486 33, 8megRAM.* **$90.00**

FAST ATTACK — SIE

In high-tech sumbarine warfare, there are no problems, only solutions. Standing at the helm of a Los Angeles Clas 688 nuclear powered attack sumbarine, you survey the best the United States has to offer. Rise in rank as you pursue 70 in-depth training and combat missions in five theatres around the world. Includes an extensive on-line warbook featuring over 100 surface, air and subsurface vessels, unleash Tomahawk missiles against surface vessels, then watch the hit displayed in realistic 3D animation sequences. *IBM Requires: Win'95 or DOS, 8bmRAM, CD-ROM, 486/33+, mouse.* **$75.00**

FIFTH FLEET — AH

By Avalon Hill, this is the computer game of their board game, where you are in command of 5th Fleet, a Navy Task force in the Persian Gulf and Indian Ocean. You have a full range of hardware at your command, with Nimitz class carriers with Tomcats and Hornets; Ticonderoga class cruisers, F-117A stealth fighters, and P-3 Orions supporting you from shore. The computer handles the non-essential work, leavin you to worry about strategy and command. Hi-res graphics give you crisp, vivid maps and screens. Play against a wily computer opponent at variable levels of aggression and difficulty, or hot-seat a friend on the same computer, or pay via E-Mail. With 19 different countries, over 100 classes of ships, 60 types of aircraft, & 10 scenarios. The game manuals are in full color, including color screen shots and color photos of nearly all the ships and aircraft. *IBM requires: 386+, VGA, mouse, 3.5" FDD or CD-ROM, hard disk.* **$90.00**

HARPOON II Admiral's Set — 360

This is the ultimate contemporary naval wapfare simulator, incorporating the latest in graphics, interface, & artificial intelligence, with a realistic and flexible game system. It has 100 challenging scenarios set in hotspots around the world, realistic vector drawn maps that include polar cap effects, altitude & depth etc, you can configure the game screen to suit yourself, you can make "zoom" windows that track certain units around the world. You can configure the screen colors to suit yourself, logistics simulate aerial refueling, replenishment operations. There is detailed information, line diagrams, Department of Defense photographs of hundreds of ships, aircraft, and submarines, live action video sequences depicting weapon launches and target strikes.This version includes a new database editor, a new regional conflict in the Middle East, the scenario editor, and on-line manuals. *IBM Requires: mouse, SVGA, hard disk, 4 meg RAM, 386DX or better, CD-ROM.* **$72.00**

Harpoon II Hint Book **$40.00**

JAGGED ALLIANCE Deadly Games — Sirtech

Its set in today, and is a topdown view 3D wargame following the fortunes of disgruntled crack mercenaries - there are over 70 to choose from, as you play through endless missions. You can play solo on the computer, or take on a buddy via serial connection or modem, or up to three friends on a network; there are over 250 different spoken insults you can throw at your opponets, such as, "Would it help if we stood still?"; you can battle it out in the desert heat or winter snow; track your enemies by their footprints; take them down with mortars and grenade launchers. Includes built in editor to make your own missions. *IBM Requires: 486/66, 8megRAM, VGA, CD-ROM.* **$40.00**

POINT OF ATTACK — HPS

Modern tactical combat in the Middle East. Graphics are extremely simple and archaic, but the game program is one of the most detailed tactical military simulations ever produced. Operates on a platoon/section level, and contains 5 historical/hypothetical scenarios, plus the ability to select your own force.Over 100 weapon systems, 11 different countries, detail is down to individual guns & tanks, etc. *IBM Requires,3.5"FDD.* **$55.00**

Point of Attack Map Builder Add-on Disk **$15.00**

RETURN FIRE — WAR

Your objective is to infiltrate enemy territory and capture the enemy flag with the strategic use of 4 lethal vehicles: tank, jeep, helicopter and ASV. Experience fast shooting, bursting shells, high impact rockets, etc. If you use superior tactics and firepower you'll win this arcade style game. Over 100 intricate and challenging missions, for 1 player to 2 players using split-screen. *IBM Requires: 486/100, 8mbRAM, Win'95, CD.* **IBM - $90.00 PlayStation - $90.00 SegaSaturn - $90.00**

SILENT STEEL — OCE

This action packed naval drama casts you as the captain of a nuclear ballistic submarine, presented on 4 CD-ROMs.Features live action video, over 4 hours worth, as you respond to situations and conversations to drive the plot in the direction you think you should go. You actually see inside a submarine and interact with its crew. The story revolves around a Libyan submarine that has escaped US surveillance, and you must find it and stop it from carrying out its mission. *IBM Requires: 486/66, CD-ROM, Win 3.1+, SVGA, 4mRAM, hard disk.* **$95.00**

SILENT THUNDER A10 Tank Killer II — SIE

Swoop down in the most indestructible ground attack plane ever built, the A-10 Thunderbolt II. In this sequel to the highly successful A-10 Tank Killer game, you'll dive into three fast paced campaigns with 24 action packed missions. Use the A-10s powerful weapons and ground hugging attack style in rugged air-to-ground combat. Incredible terrain graphics are the best seen in a flight sim. Missions are set in the Persian Gulf, Columbia and Korea.Ten different types of friendly and enemy aircraft, 14 enemy ground vehicles & weapons, camera replays. *IBM Requires: Win'95, 486/66, SVGA, hard disk, CD-ROM, 8mbRAM.* **$84.00**

SPYCRAFT — ACT

Enter the world of international instrigue. It's you against faceless enemies in a rush to unravel a high-level assassination plot. Arm yourself with authentic spy tools, high-tech weapons and professional skills true to CIA operations.Then confront realistic global scenarios where decisions you make determine the balance of world power. Includes secrets about spycraft revealed by ex-Directors of the CIA and KGB; stunning computer generated graphics, 35mm film, actual CIA footage and dozens of Hollywood actors. *IBM Requires: 486/66, 8mbRAM, hard disk, SVGA, CD-ROM, mouse.* **$80.00**

USS TICONDEROGA — MIN

You are in command of the USS Ticonderoga, and this game is as close as you'll get to the real thing. With its relentless command strategy and realistic role

playing elements reflecting current world situations from the Middle East to the Far East, this game puts you in the heat of the action. With superb 3D graphics, advanced surveillance mechanisms, real time decisions, first person command view, 20 missions. *IBM Requires: CD-ROM, hard disk, 386 +, SVGA, Windows 3.1, 4mbRAM.* **IBM - $40.00**

V FOR VICTORY COMMENORATIVE COLLECTION 360
All four of the famous, stunning SVGA computer wargames that look just like a board wargame, are included on this CD: Utah Beach, Market Garden, Velikiye Luki, and Gold-Juno-Sword. All games are easy to play and historically accurate. Not bad, on one CD! *IBM Requires: 386/SX, 3mbRAM, SVGA, CD-ROM, hard disk.* **IBM - $60.00**

Science Fiction

ABUSE CRA
An action arcade game with stunning graphics. Military scientists have been conducting diabolical genetic experiments that have created bloodthirsty monsters. You are the only hope to prevent the mutagen from leaking out - if you can get through the grotesque monsters, solve the deadly puzzles and avoid all incoming fire. You are equipped with energy weapons, napalm bombs, jet boots, etc. *IBM Requires 486/50+, CDROM, 8mbRAM, hard disk, SVGA* **$50.00**

ALIEN INCIDENT GameTek
An adventure in the style of "Day of the Purple Tentacle." It is Halloween and people are wandering the streets in fancy dress. There are ghosts and goblins everywhere. Uncle, meanwhile, activates his "Worm Hole Spawner" and a hole in the sky rips open, with a worm-hole leading to what? A power-hungry alien commander cannot believe his luck. One minute millions of light years away, and the next, hurtling down a tunnel to a world called Earth. And as these aliens are small and ghostly and white, they fit in just fine on Halloween. As usual, almost every single item you see in each screen can be manipulated and slotted into the game somehow. Places you visit are a huge mansion, mysterious forest, crypt, underwater, and the alien spacecraft. *IBM Requires: 486/33, 8megRAM, VGA, CD-ROM, hard disk.* **$70.00**

ALIEN ODYSSEY PHI
Your spacecraft has been shot down. You've been brought back to life by Gaan, you've mastered a hover bike, knocked out the Comms Bunker, stolen a spacecraft and guided it through dark, cramped mineshafts, destroyed the reactor in the Armory and defeated the leader of the Dak whilst freeing native slaves. Your work is cut out for you in this game! Includes a PC JOYPAD control unit. *IBM Requires: 486/66, 8mbRAM, VGA, CD-ROM, hard disk, Mouse* **$90.00**

BATTLES IN TIME QQP
A new dimension in gaming, simulating true Strategic and Tactical combat from Prehistoric times , Roman times, WW2, and 2025 AD. Warfare is not won based on any single element, it is a delicate balance of all relevant components. In this game you can maneuvre your armies as a whole, create diversions, employ the benefits of camouflaged units and control your deployment. When combat occurs on the strategic map, you zoom in to fight a battle on the tactical map. Up to 4 players can play on one machine or via modem. And no, you can't have units of different time periods fighting each other! Prehistoric allows you to control dinosaurs, include T-Rex and Raptors. *IBM Requires: 386, 4mbRAM, CDROM, VGA, hard disk* **$30.00**

BLOODNET Microprose
The Cyberpunk vampire game. Recruit cyberpunks, rage gangs, mercenaries and computer hackers to help you fight against the vampires. Immerse yourself in the bizarre virtual reality of cyberspace and experience astonishing 3D art. *IBM Requires: 486/25, 4megRAM, CD-ROM, VGA.* **Special - $20.00**

CHAOS OVERLORDS NEW
Strategic gang warfare. As a Chaos Overlord your task is simple: become the absolute rule of the city or go down fighting. Your chief tools of conquest are specialised criminal gangs which you employ to influence the business community, bribe loacl officials, and terminate the competition. To be successful, you must hire the right gangs, outfit them with the latest equipment and weapons, and give brilliant and decisive orders. There are 70 unique gangs, over 50 weapons to develop and use, and heaps of tactics. *IBM requires: 486+, 8mbRAM, CD-ROM, Win'95, SVGA.* **$70.00**

CHRONOMASTER INT
Written and designed by Roger Zelazny. This game will take you on a journey through man-made "Pocket Universes" full of cyborgs, pirates, and witches who provide deadly puzzles. Visit worlds where magic reigns, reality warps and plants speak words of wisdom. Watch as "Bottled Time" affects people and objects in man made universes. Stunning hi-res artwork and full motion video. *IBM Requires: 486/33, 4mbRAM, SVGA, CDROM, mouse, hard disk* **$60.00**
Chronomaster Hint Book **$40.00**

COMMAND & CONQUER WES
This game has received rave reviews, and for good reasons. It plays like a science fiction version of *Warcraft* but with heaps of cinematics connecting together the missions and battles. The game revolves around the Global Defense Initiative as they attempt to stop the Brotherhood of Nod, a group of terrorists, from takng over the world. You command and better your bases, unite or divide your forces, develop and utilise guerilla tactics, all combat is real-time. There are heaps of weapon types, great sound, & 60 minutes of cinematics. *IBM: 486/33, CD-ROM, 8mbRAM, VGA.* **$80.00**
Command & Conquer Hint Book **$40.00**
C&C: THE COVERT OPERATIONS 15 new missions and 10 new multi-play battle arenas. Missions are not sequential, you can play the missions in any order you desire. 8 missions are NOD, 7 are GDI. There are seven new audio tracks. *Requires as above.* **$50.00**

CRUSADER - NO REMORSE ORI
As a Silencer - one of the elite enforcers of the World Economic Consortium - you're supposed to be incorruptible. But if the system you serve is utterly corrupt, where does that leave you? You go over to the Resistance, the same pack you used to hunt down. Now, your former employers better watch their backs because you're coming after them with all the firepower at your command. No pity…no mercy…no remorse. Has 15 missions, 16 weapons, fully rendered SVGA graphics that look superb, you can run, jump, roll and crouch, the game is played from a semi top-down 3-D view, there is visible damage from every round fired, a variety of terrain types, refineries, labs, military bases, and a space station, you control robots, gun turrets etc! *IBM Requires: 486/66,8mbRAM, CD-ROM, SVGA, hard disk.* **IBM - $50.00**

CYBERIA 2: Resurrection Virgin
Zak's back, resurrected from a living death to put his cyberhero skills to the ultimate test. High performance graphics and action, hot gameplay and music, two CDs of action and mystery. Like its predecessor, Cyberia 2 sets the new standard. With randomised gameplay so it's never the same twice, blackout-inducing G-force flying and driving, latest motion catpure techniques deliver living creatures to this nightmare; action that moves - you can't just shoot your way out of this. *IBM Requires: 486/50+, CD-ROM, 8megRAM, SVGA.* **$90.00**
Cyberia 2 Hint Book **$40.00**

DARK FORCES - STAR WARS LUC
DOOM meets Star Wars! And the result is roaring success. With graphics and world details the equal of Doom, and sound effects that are superior, this game is already extremely popular. You play the part of a mercenary working for the Rebel Alliance, trying to track down the Empire's latest doom weapon - an army of cybernetic doomsday warriors. You have to infiltrate many Imperial bases, crawl through sewers, fight battles with Stormtroopers, automated defense drones, aliens, etc, as you try to stop this latest Imperial strategy. The game is difficult, with more to do than just explore and shoot everything that moves. In one mission you have to find and switch on a generator so that power is restored to automatic doors, before you can achieve the objective. But if you find the game too hard, there are heaps of cheats on the bulletin boards. There are around nine different weapons, including hand grenades, blasters, rocket launchers, etc. Good fun! *IBM Requires: 486/33 +, 8 mb RAM, CD-ROM, VGA, hard disk.*
IBM - $60.00 **PlayStation - $90.00**

DARKSEED II CYB
Featuring the macabre artwork of HR Giger, creator of the creatures in Aliens and Species. You play Mike Dawson, who is accused of killing his high school sweetheart. He tries to clear his name by digging up his neighbours' secrets, and finds an entrance to the Dark World, full of Gigeresque artwork and horror. Can you stop the Ancients in their bid to control the Earth? *IBM Requires: 486/33+, DOS or Win,8mbRAM, hard disk, SVGA, CD-ROM.* **$90.00**

DEADLOCK Planetary Conquest Accolade
A new standard in Empire Building games. Highly detailed graphics, addictive simulation, plus unbeatable multi-player play. Compete for a virgin planet against the colonies of six opposing alien species. A deep, rich game easily accessible even to novice players. Play alone or multiplayer. With o3D zoom ins, you can be human or one of six alien species. Win through economic and cultural domination or stunning futuristic warfare. *IBM Requires: CD, 486DX2, Windows 3.1, 8megRAM, SVGA..* **IBM - $90.00**

The Ultimate DOOM idSoftware
A special release version of the original DOOM plus a whole new episode of 9 new levels - called The Flesh Consumed. These are expert levels that are so tough the first 27 seem like a walk in the park. *Requires: CD-ROM, 386/33+, hard disk, 4mbRAM, VGA.* **IBM - $60.00**
Doom Game Editor The hottest set of tools for building your own Doom levels. Includes CD-ROM with Doom Editor (for Doom 1 and II), a sound and music editor, graphics inserter, over 1,000 new wads. **$30.00**

DOOM2 Hell on Earth idSoftware
Once again *idSoftware* reveal why it is their games soar to the number one place on the charts. *Doom* 2 has 32 levels to explore, all brilliantly laid out, complete with traps, hidden rooms and chambers, puzzles, and stunning graphics - with a lot of new scenery. You get to fight in underhalls, waste tunnels, a refueling base, a huge courtyard, a castle, a citadel, chasm, adandoned mines, the Spirit World, and some of my favorites - outdoor levels - downtown, an industrial zone, and suburbs, all with a view of a burning city in the background. There are new beasties to play with - baby spiders, ugly spuds armed with twin rocket launchers, undead dudes with rocket launcher, a big yellow thing which knocks you *up* through windows! and my favourite, a sergeant with a chaingun, each hit knocks you back a step. From what I could tell, the game does not contain anywhere near as much gross stuff as *Doom I*. But the game is also much harder - if you don't cheat, some levels are near impossible, level 7 required 1 save the game every few seconds, with heaps of re-loads. Oh, level 31 will give you a laugh and bring back a lot of memories. *IBM requires 386/33 or faster, hard disk, CD-ROM, VGA, 4mb RAM.* **IBM - $30.00**
D!ZONE GOLD Featuring 3,000 new levels for DOOM I and II, including the levels Hell to Pay and Perditions Gate. Features new weapons, new world details, and the ability to change skill levels, a randomizer, etc. **$45.00**
Doom II Hint **$40.00**

FINAL DOOM idSoftware
This is it. The end. The final chapter of the ever-addictive Doom series. It's Doom with two new 32 level episodes. It's time to finish what you started! The two new 32 level episodes are The Plutonia Experiment and Evilution. Featuring frightenly realistic graphics, new pulse pounding music, new storylines. Game play is intense, I had to save every few minutes - sometimes every few seconds, as I kept getting iced. Featuring heaps of new indoor and outdoor battle arenas with all new graphics. Seeing a star filled sky when you venture outdoors is quite a sight. Anad wait till you see the final, final episode, number 64. Better get your running shoes on… *IBM Requires: 486/66, CD-ROM, 8mbRAM, SVGA, hard disk.* **$60.00**

DUKE NUKEM 3DRealms
The bulletin boards are choked with raves about this game, which is reputed to be the best of all DOOM-style games. With fantastic 3D scenarios you battle sinister aliens through the battled streets of LA in the future, where through many levels you escape a prison nightmare and fight through streets and buildings to reach the alien leader's orbiting station, and then onto the surface of the moon itself. Enemies fly on small scooters, you get to swim and fight underwater; weapons include automatic sidearms, rocket launchers, pipebombs, etc. You can run, jump, crawl, swim, and use a jetpack. Also great for multi-player free for alls, joined via null-modem or modem or network. We are offering the full version and the shareware versions. The shareware version has only six levels, the full version, twenty eight. This Australian version of the game is a modified version with reduced adult content, meaning its not too gory. Good! *IBM Requires: 486/66, CD-ROM, VGA, 8megRAM, hard disk.* **Duke Nukem Shareware Version - $7.00!**
Duke Nukem Full Version - $90.00
Duke Nukem Game Secrets Unauthorised Hint Book Detailed maps for every mission, locations of all secret places, cheat codes, etc. **$28.00**
Duke Nuken 3D Editor Book The Official hint book. **$40.00**
Duke ! Zone 500 new levels for Duke Nukem Full Version, including all new graphics as you fight in cities, underwater, outdoors, etc. **$40.00**

EARTHSIEGE II SIE
Cybrid HERCs have turned upon mankind and attack the earth in one last bid for victory - its the final showdown! With earthshattering computer graphics, 50 new missions full of spectacular SVGA pyrotechnics, more HERCs, bigger HERCs, and a flying HERC! Customize the weapon loads on them to fight in your own style. Feel the rolling hills, canyons, etc. Features improved controls and cockpit interface. Instant Action makes it easy for any novice to pick up the game and play. Stunning graphics and great effects! *IBM Requires: 486+, 2X CDROM, SVGA, 8mbRAM, hard disk, Windows '95.* **IBM - $50.00**

FIRE FIGHT ELA
An arcade style strategy come action game whereby you control a fighter in a wide variety of missions from single player complex infiltrations to mass destruction, to multiplayer games where you build bases or engage in huge fire fights. With absolutely stunning graphics, you don't fly from the cockpit, instead, you have a 3-D external view of your fighter as it flies over all types of terrain and defenses. There are 18 solo missions, 6 custom network levels, 2 unique network games, 6 powerful weapons, etc. *IBM Requires: Pentium 60, Win'95, 8mbRAM, SVGA, CDROM.* **$75.00**

GENDER WARS Sci
Back in the 1990s, men and women were bound by a politically correct society to treat each other as equals. But it couldn't last. Living without the harmonising influence of their natural opposites, each faction reverted to their stereotypical way. Small arguments eventually provoked separation on a global scale and the struggle for sexual domination erupted into the bitter and bloody Gender Wars. With 28 missions, two perspectives, 12 game sectors, hi-res SVGA option, original and humorous scenario. *IBM Requires: 486/33, CD-ROM, hard disk, 8megRAM, SVGA.* **$70.00**

I HAVE NO MOUTH AND I MUST SCREAM Acclaim
Assume the roles of five different characters, each in a unique environment. Challenging dilemmas dealing with powerfully charged emotional issues. There are five damned souls, buried deep within the centre of the earth, trapped in the bowels of an insane computer for the past hundred and nine years. Gorrister the suicidal loner, Benny the mutilated Brute, Ellen the hysterical phobic, Nimdok the secretive sadist, and Ted the cynical paranoid. The adventure plunges you into the hidden past of the five humans. Delve into their deepest fears in order to outwit the computer. *IBM Requires: CD-ROM, 486/33, 4megRAM, SVGA.* **$90.00**
I Have No Mouth Hint Book **$40.00**

JAGGED ALLIANCE SIR
Desperately you are called to the island of Metavira by scientists Jack Richards and his lovely daughter Brenda. You hear of their plight, the Fallow Tree, its precious, medicinal sap on which countless lives depend, is under the control of the evil adn traitorous Santino. You must pick a commando force of renegade mercenaries to take the island by force. With 60 mercenaries with 60 attitudes and 60 voices, over 4,000 lines of spoken dialogue, overhead animation of your characters, no single plot line to follow, etc. *IBM Requires: CD-ROM, 4mbRAM, hard disk, 486/33 or better, mouse, VGA* **IBM - $30.00**

MAXIMUM ROAD RACE bits
Welcome to a dark future without hope, peace or mercy. Behold the world's most popular and gruelling even…the Thrash Race Tournament. There can be only one victor, one skillful champion to emerge from the carnage, still astride their souped up motorcycle. With ten hazardous race tracks with lavish 3D rendered backgrounds including mineshafts, nuclear blast zones and orbiting space stations, four players can play via network, there are eight different motorcycles, you can upgrade your motorcycle with extra armor, engines, weapons, etc. *IBM Requires: 486/66, CD-ROM,SVGA, hard disk, 8megRAM.* **$40.00**

MASTER OF ORION Microprose
In *Master of Orion*, you begin the game with a single planet whose production you must exploit to build the spaceships needed for colonization of neighboroughing stars. Then, as your scientific knowledge advances, you'll start to equip your craft with more capacity and better weapons, to make them into all conquering fleets. As you extend you meet alien races, and you must decide whether to send spies to steal their technology, conquer them, or negotiate and make treaties with them. Features a vast galaxy to explore and conquer. Each of the ten alien races has different technologies, strategies, weaknesses, and strengths. You play against five other alien races, and can build and customize your ships with powerful new engines, missiles, bombs, shields, lasers, cloaking devices, etc. Planetology includes biological weapons and antidotes, terraforming, soil enrichments, etc. Very addictive. *IBM Requires 386+, 2mb RAM, VGA, mouse, hard disk, CD-ROM.* **IBM - $30.00**
Master of Orion Hint Book **$40.00**
Masters of Orion/UFO Twin Pack *Requires as above + CD-ROM.* **IBM - $90.00**

MASTER OF ORION II Microprose
This game will run equal first for being the best release for 1996. (The other contender being *SpaceWard Ho! 4.0*) This is a magnificent game of galactic exploration, empire building, and conquest. Inside a world where population growth is outstripping planetary resources and the need for galactic expansion is critical, you must defend your empire while guiding a team of pioneers on a search for other life giving planets rich in resources. Conquer alien star systems to secure the space and resources that will guarantee your supremacy. Features multiple game settings such as variable AI of computer opponents, the size and age of the galaxy, 13 predesigned unique alien races, or even a Custom Designed race! Over 69 technology fields, random events and disasters, choose strategic or tactical combat, and…up to eight players! Playing on one computer or via a network. *IBM Requires: 486/100+, 8megRAM, SVGA, CD-ROM.* Due December. **$90.00**

MECHWARRIOR II ACT
About two years ago Activision recalled their almost completed game in embarrassment, and since then they have *completely* redesigned the entire game. And to my utter amazement, it is one of the most stunning games I have encountered. The opening cinnematic sequence of Wolf Clan mechs engaged head to head with Jade Falcon mechs is both breathtaking and has a music score without equal. Game play is just as good - the same musical score, and the ability to use one of 15 different Clan omni or second line mechs. You can make custom pods with your own weapon choices for any omninmech. You can fight trial of grievances, practise as a cadet, or join full scale campaigns of taking on the opposing Clan. The game is set in 3057 and focuses on the epic war between the Wolf and Jade Falcon Clans. Graphics are truly amazing, and you can fight in many types of landscapes. *IBM Requires: 486/66 minimum, 8mbRAM, CD-ROM, 45mb hard disk space minimum, VESA SVGA, DOS 6.0 OR Windows'95. Microsoft compatible mouse.* **IBM - $90.00**
Mechwarrior II Hint Book **$40.00**
Mechwarrior II Expansion Pack Emerge victorious in over 12 devastating missions against incredible odds to avenge Clan Ghost Bear's damaged honor. Over 12 new battlemechs, including the Behemoth. With new weapons systems. There are ten new worlds, including underwater, snow and space. *IBM Requires as above.* **$50.00**
Mechwarrior II Expansion Hint Book **$30.00**
Mechwarrior II Mercenaries Expansion Thirty new exciting missions. You can build elite mercenary squadrons of mechs, and when you destroy enemy mechs, you get to gut them for spare parts and salvage. Due November. **$50.00**

NetMech This allows you to play Mechwarrior II on a network with up to eight players. Requires as per Mechwarrior II. **$29.00**

Mechwarrior II Pentium Edition With NetMech ACT
As Mechwarrior II, except you can also play head to head via modem or network in 14 unique scenarios. Engage in 8-player network missions in teams or free for alls! *IBM Requires: Win'95, Pentium, 12mb RAM, CD-ROM, hard disk, mouse, SVGA* **$99.00**

MISSION FORCE CYBERSTORM SIE
This is a stunning strategy game set in the Earthsiege universe, presented like a 3-D wargame with terrain hexes. You are the leader of a group of up to 26 hercs, (mechs), as you battle through an unlimited number of randomly generated deadly scenarios, taking on the vile Cybrids. You can purchase and upgrade over 75 special weapons to create the ultimate fighting machines. You can even completely customize your herc mechs, genetically alter your pilots, and engage in battles across multiple worlds, and play over network or modem. *IBM Requires: 486/66, 8mbRAM, CD-ROM, hard disk, Win'95, SVGA.* **$85.00**

QUAKE idSoftware
The next game from the people who brougth us DOOM. And this is a fantastic improvement - and very popular. It's not far in the future, and scientists develop a Slipgate Device. But an alien terrorist instigates a war via Slipgates before our technology is perfected - and his name is Quake. Man plans to strike at Quake and take the war to him - but Quake strikes first. The military headquarters is overrun, and you are the only survivor. But you fight your way to one of Quake's Slipgates - and now you are taking the war to him! Featuring dark, atmospheric, stunning graphics as you claw your way through level after level. And the details on all characters is fantastic, even when the enemy are close, the SVGA still present a detailed, focused image. Weapons include double barrelled shotguns, nailguns, perforators, grenade launchers, rocket launchers, and the Thunderbolt - try it. You'll like it. Use the same technique as watering your rosebush. The aliens throw all manners of ugly things at you to try to stop you. *IBM Requires: Pentium or 486DX100, CD-ROM, SVGA, hard disk, 8megRAM.* **$89.00**
Prima's Quake Game Secrets 90 page book with maps of every level, revealing the locations of all secrets, items, enemies, etc. **$20.00**
Quake Official Hint Book **$30.00**

REBEL ASSAULT II Star Wars LUC
Sequel to the above. An all new live-action video-style computer game. With different difficulty levels, theatrical music, you fly X-Wings, B-Wings, speeder bikes and the Millenium Falcon, you fight Stormtroopers, TIE fighters, and a Super Star-Destroyer; you visit unexplored regions, both in deep space and on new worlds. Note: this game requires good co-ordination. If you are not seven years old, you may have a bit of difficulty. *IBM Requires: 486/50, 8mbRAM, CD-ROM.*
IBM - $60.00 **PlayStation - $90.00**

RESURRECTION RISE 2 AKL
A futuristic beat-em-up street fighting game like Streetfighter. You play the part of

one of 18 different cyborgs, where you are armed to the teeth with head-mounted freeze lasers, plasma disruptors, electrical ground spikes, molecular distortion blows, acid spits, dismemberment and twin arm-mounted 35mm depleted uranium firing guns. There are 300 different moves possible. *IBM Requires: 486/33, 4mbRAM, VGA, CD.* **IBM - $90.00** **PlayStation - $90.00** **SegaSaturn - $90.00**

SHADOW OF THE EMPEROR — BLUE

This is BATTLE ISLE # 3, the third game in the excellent Battle Isle series of computer wargames. A new period of aggression looks imminent, the battle for Chromos is about to begin again. You are plunged head first into a world of politics, intrigue and lust for power, and futuristic combat. In your way are the massed armies of the Drullian nationalist, Ben Haris. You must defeat him by successfully guiding your troops through a campaign of twenty fierce battles, using the engine of one player moves while the other plots his firing, and then they swap. *IBM Requires: 486/33, VGA, 8bmRAM, CD-ROM, Windows 3.11 or '95.* **IBM - $60.00**

SHELLSHOCK — CORE

Being the rookie member of a mercenary tank force is not easy, and these guys aren't going to give you any special treatment. You'll be taking an all expenses paid trip to global war zones and the chance to prove you're capable of handling the M13 Predator Tank over the 25 increasingly difficult missions.You can upgrade your tank back at base after missions. *IBM Requires: 486/33, CD-ROM, 8mbRAM, hard disk.* **$70.00**

SHOCKWAVE ASSAULT — EA

A flightsim shoot-em-up with a storyline and fantastic graphics and game play. A vast armada of Alien warships unleash a deadly assault on Earth. Taken by surprise, Earth's forces are crushed and only a small squadron of experimental fighters remain. The only chance for survival lies with you and a band of crack fighter pilots. Counterattacking from the orbital space carrier OMAHA, use all of your piloting skills to drive the alien invaders out of Earth's cities, past the Moon, and back through the mysterious JumpGate from which they came. Over fifteen exciting missions. Landscapes include valleys, mountains, skyscrapers, etc. *IBM Requires: Win'95, CD-ROM, 486/66, SVGA, 8megRAM, Soundcard.* **$22.50**

SPACE BUCKS — SIE

Your goal as a shipping baron in space is total galactic transport supremacy.It's the last frontier, and the galaxy is wide open. Your budding transport company has one ship and one starport, and from this humble beginning an empire can be built. You compete against three computer opponents. Find the right balance between custom designing your own spaceships to optimizing cargo and fighting off space pirates. New technologies allow you to upgrade your ships. You need to grab the most profitable trade routes and cargo, negotiate with bizzare alien races, build and expand starports, smash the competition with covert operations, and there is a random map generator. *IBM Requires: Win 3.1+, 486/33, 8mbRAM, hard disk, SVGA, CD-ROM.* **$90.00**

SPACE HULK — ELA

The game is a simulator of the popular miniatures game of the same name. You lead one or two squads of Dark Angel Terminators in over 50 missions against limitless hordes of genestealers. You give commands to your squads using "Freeze Time", which comes in a limited supply. You can take control of any one terminator, and can jump from Terminator to Terminator by using the Function keys. Graphics are stunning, and you get to fight in three different types of hulks as well as under ground. Weapons can be chosen by you in some missions, and include storm bolters, lightning claws, heavy flamers, assault cannons, etc. Sound is great - even through your PC speaker the Terminators talk to you, warning of ambushes, which trooper is under attack when using two squads. Still one of favorite games. *Requires CD-ROM.* **IBM - $30.00**

SPACE HULK Vengeance of the Blood Angels — ELA

A brand new, free scrolling game of Space Hulk! A huge and out of control derelict space ship is racing towards the Imperial planet Delvar III. The honor has befallen the Blood Angels chapter of Imperial Space Marines to board this gargantuan Space Hulk, battle through hordes of Genestealers, divert it from its course, and save the planet from certain infestation and destruction. With full, 3-D free scrolling, interactive first person combat, a complex campaign, training missions, great sound effects and voices, 10 player network play, "Freeze time" for giving orders, and your troopers when set on overwatch actually manage to guard corridors and rooms! But don't let those little Genestealers get too close, or it will be the last thing you see. They include purestrain genestealers, hybrids armed with bolters, the Magus, the Patriarch, and Chaos Space Marines in Space Marine armor and bolters. A new weapon is the Grenade Launcher. *IBM Requires: Win'95, Pentium, 8mbRAM, SVGA, CD-ROM, hard disk.*
IBM - $80.00 **PlayStation - $90.00** **SegaSaturn - $90.00**

SPACE MARINE — Holistic

Games Workshop's Epic Warhammer 40,000 Space Marine game becomes a computer wargame! This is a strategy game that puts you in charge of vast armies (similar to *Warhammer Fantasy; Shadow of the Horned Rat).* Commanding the movements of the Imperial Guard and their devastating war machines, you fight the loathsome orks. The game has two main modes. The primary mode will be a campaign with you commanding the human forces, including Ultramarines, Imperial Guard, Emperator Titans, Thunderhawk Gunships, etc; the second option is a free for all between networked players or verses the computer. In this you play orks or humans. Graphics are stunning. *IBM Requires: Pentium, 8megRAM, SVGA, hard disk, CD-ROM.* Due April'97. **$90.00**

SPACEWARD HO Version 4.0 — New World

At last! The latest version of SpaceWard Ho has been released - this will be our hotest new computer game for 1996. The goal of Spaceward Ho is to conquer the galaxy. You start out on a single, wonderful, heavily populated planet. You have just become capable of building your first intersteller space ships. So you build a couple of exploratory ships and send them to nearby stars. Once you find a planet that is similar to your home planet, you build a colony ship and go colonise it. Then you terraform it, mine the metal from it, and use it as a base to explore and colonise other nearby planets. Eventually you'll run into computer or human opponents (from 1 - 19 opponents), and you can ally them or start a war. You can build satellites to defend your planets, or warships to take the war to him. You also spend money on technological research. Eventually your ships will be faster, more powerful, and use less metal. New ship types you can build include a Tanker to refuel ships at uninhabited worlds; Biological ships, which are great living organisms that need no fuel; and dreadnoughts - computer players love these. You design all of your own ships according to your tech level, and there are hundreds of possible combinations. There are 200 different planet types. The whole game uses a point and click interface. Absolutely fantastic - even our Managing Director will be playing this one! *IBM Requires: 486/33, 8megRAM, CD-ROM, Windows 95, hard disk, VGA.* **$58.00**

STAR TREK Deep Space 9: Harbinger — VIA

You are a Tirrion envoy of the elite Federation Diplomatic Corps. Joining forces with the crew of Deep Space Nine, you battle deadly unmanned drones, track down a murderer on the space station and match strategies with mysterious aliens. All in a struggle to save a Gamma Quadrant race from annihilation and prevent the station from suffering the same fate. With stunning graphics, actual voices of the cast, etc. *IBM Requires: 486/66, 8mbRAM, CDROM, SVGA, hard disk.* **$60.00**

STAR TREK JUDGEMENT RITES — INT

Includes an interactive interview with both Gene Roddenberry and Leonard Nimoy; speechs of characters from the original series; the complete Star Trek Judgement Rites adventure game, a collector's pin; a behind the scenes video, and also includes the complete episodes of *Errand of Mercy* and *City on the Edge of Forever* on PAL video. *IBM Requires: 486/25, 4mbRAM, SVGA, CD-ROM.* **IBM - $99.00**

STAR TREK: NEXT GENERATION A Final Unity

With all the crew of the Enterprise, with digitized graphics and voices of the real cast. The crew is all here. You hear Riker report that a ship is speeding through the forbidden Neutral Zone. Data announces it is a Garidian vessel. Troi explains the Garidians may be on friendly terms with the Romulans. Captain Picard orders an intercept, and suddenly, you are there too. With an epic original interactive mystery that takes you from the outposts of the Federation through treacherous shields-up confrontations, and beyond into the uncharted dangers of a massive nebula. You are in command of the Enterprise and its crew! Stunning graphics and sound. *IBM Requires: 486+, CD-ROM, 8bmRAM, SVGA, hard disk.* **$60.00**

STRIFE Trust No One — Velocity

A DOOM-style sci-fi adventure. An evil presence has implanted itself in the fabric of our world. You join the fight against tyranny. You play the role of spy, assassin, warrior and thief as you are lured into the darkest and most perilous adventure of your life. Unlike most DOOM-style games, in this one, not everyone is an enemy, but remember, trust no one. You can talk to anyone providing they are not trying to kill you. The enemy has infiltrated the world and saturated it with his robots and Acolytes. The Acolytes, Templars and Turrets will only attack you if you set off the alarm or attack them first. The other robots are not so particular, stay out of their way if you want to be stealthy - because they shoot on sight! With stunning graphics, 28 levels, secret doors, glass you can break and climb through, hidden entrances, force fields, deathtraps, etc. Also includes a map of the first level and shows the exits to either other levels you can reach from this one. *IBM Requires: 486/66, 8megRAM, hard disk, CD-ROM, VGA.* **$90.00**

TERRANOVA Strike Force Centauri — GLA

From the creators of System Shock comes another stunning production. Suit up in Scout, Standard or Heavy Hi-tech Powered Battle Armor depending upon your mission. Each suit is packed with state of the art firepower. Take charge of a crack unit of Strike Force commandos and embark on many different types of missions, from scouting to assaults. The environment is fully rendered 3D and looks stunning. Rain falls, lightning strikes, clouds race across alien skies. You fight across battlefields on four worlds, where in 39 scenarios you must win to succeed! *IBM Requires: Pentium 60, 2X CDROM, 8mbRAM, VESA SVGA, Microsoft Compatible mouse, 30mb Hard disk space.* **$90.00**

TERROR FOR THE DEEP — MIC

Tense? Nervous? Terrified? You will be! The year is 2040. Liners are being sunk, ports are being attacked and unidentified Alien craft are seen breaking the surface of the worlds oceans. You are the Commander of X-COM: the organisation commissioned to investigate the sea-based terror. But beware, these aliens are devious, their weapons deadly, and their purpose extremely sinister. Develop a strategy to save the Earth by setting up floating X-COM bases across the world's oceans and managing all their resources. Investigate deep water crash sites: sunken cities, crashed alien ships, human ships, aircraft; undertake special underwater misisons, where you lead your squad to investigate every nook and cranny, and fight across vast, complex alien sites and port based terror sites. You have a big arsenal of weapons. *IBM Requires: VGA, hard disk, CD-ROM, 386 +, 6 mbRAM.* **$60.00**

THE DIG — LUC

A deep space adventure by Sean Clark in collaboration with filmmaker Steven Speilberg and George Lucas. We won't say much about this thriller set in the deeps of space, except to say that after a strange asteroid enters into orbit around the Earth, things start going wrong, and eventually leading to a group of adventurers visiting a bizzarre and apparently lifeless alien world and conducting a dig, only to find that something is alive...*IBM Requires: 486/66, CD-ROM, 8mbRAM.* **IBM - $60.00**

THE PANDORA DIRECTIVE — Access

The Government has covered up the greatest secret of the 20th Century - the UFO crash at Roswell. Tex Murphy does not like secrets. (He's the main character.) It's April 2043, and you as Tex, are racing against time to find out why the military suddenly shut down and sealed off the Roswell complex. And why the frequent references to the Mayan civilization. This is a fully interactive cinematic movie with real life people. The storyline can follow three different routes which lead to seven different endings. There are mind bending puzzles to solve, two levels of play - complete on-line help or master level with no help. Cast includes Tanya Roberts and Barry Corbin, etc. *IBM Requires: 486/66, CD-ROM, 8megRAM, SVGA, hard disk.* **$90.00**
The Pandora Directive Hint Book **$40.00**

THE TERMINATOR - FUTURE SHOCK — BET

Your in Los Angeles in 2015, and you are one of John Connor's soldiers fighting against Skynet. Using a Doom-like engine, you experience 3D action like never before. Run across rolling landscapes, explore ruined buildings, infiltrate Terminator outposts, drive through the wreckage of downtown LA and even capture and fly an HK hovercraft. You have 17 weapons to choose from, twenty types of terminators and other robots to fight, great storyline and mission briefings. *IBM Requires: 486/50, 8mbRAM, CDROM, SVGA, hard disk.* **$90.00**

THIS MEANS WAR — MIC

An amusing game set in post holocaust Earth. With a feel of *Command & Conquer*, the world (or what's left of it) is being ravaged by a few warped, crazy and brilliant megalomaniacs who have built up large forces of tanks, guns, and soldies. You create your own military industrial complex, then take up arms to smash the strongholds of all who oppose who. Features real-time action PLUS a Windows interface which makes gameplay more authentic. You begin with war torn jeeps and build up to an arsenal of hover tanks, tanks, fighter aircraft, heavy infantry, marines, etc. You get to fight over the whole world. *IBM Requires: 486/66+, Windows 3.1+, CDROM, 8mbRAM, SVGA, hard disk.* **$90.00**
This Means War Hint Book **$40.00**

TIE FIGHTER COLLECTOR'S CD-ROM — Lucas

Tie Fighter is a superb, easy to play conflict simulator, where you play the part of an Imperial pilot, fighting the Rebel Alliance, Pirates, and even other alien races. Unlike before, you can set your Tie fighter to invincible, and the mission still counts. The training course at the beginning of the game is easy compared to X-Wing, and the joystick gives a smooth, easy ride, without you having to re-calibrate the thing every five seconds like in X-Wing. The mouse also provides easy control. Dogfighting is heaps of fun, and there are new commands, the best one being one keystroke to make your Tie fighter match the speed of your target. You get to fly a host of Imperial craft - Tie Fighters, Tie Bombers, Tie Interceptors, Gunboats, Tie Advanced with shields, and Tie Starfighter. There are secret missions and objectives, great cinematic connecting scenes, improved graphics on all ships, great soundtrack and sound effects. You won't be disappointed. This special version includes all the add-on mission disks. *IBM Requires: 386/33 +, 2mb RAM, CD-ROM, hard disk, VGA, joystick* **IBM - $60.00**
Tie Fighter Hint Book **$40.00**

TIME COMMANDO — Activision

Fight your way through time, or you are history. A deadly virus has invaded the military's top secret super computer. Its catastrophic time-warping effects now threaten to overtake the computer systems of the world. If you cannot restore core memory in time, the growing virus will cause the world's collapse. You must travel through history, but vicious warriors await you with lethal purpose. The time periods you visit are Prehistoric, Roman, Feudal, Japan, Medieval, Conquistador, Western, Modern Wars, and the Future. There are 45 different weapons, 80 different types of warriors, etc. *IBM Requires: 8megRAM, CD-ROM, SVGA, Pentium, Dos 6.22 or Windows 95.* **IBM - $90.00** **Playstation - $90.00**

TOTAL MANIA — Domark

Powerful mechanoids of the Interplanetary resource centre are holding mankind captive. You take control of an elite core of cyborg freedom fighters. Using high technology weapons and strategic combat tactics, engage the enemy in a desperate attempt to free mankind. This is a top-down 3D view style adventure role playing game. With twenty missions, 4 terrains, 65 different enemies, detailed armory, interior and exterior graphics, modem, serial, and network play possible. *IBM Requires: 486/66, 8megRAM, Windows 3.1, CD-ROM, SVGA.* **$75.00**

UFO — Microprose

Inspired by X-Files, you control XCom, an organisation formed by the world's governments to combat the ever increasing alien menace. This is a roleplaying style adventure, where you lead your team across the world battling aliens, from shooting down a UFO to researching alien technologies, to trying to save the earth. *IBM Requires: CD-ROM, VGA, 4megRAM, 486/25.* **Special - $20.00**

WING COMMANDER PRIVATEER & STRIKE COMMANDER — SSI

A special CD-ROM package containing the excellent shoot'em up sci-fi flight sim *Wing Commander Privateer, Speech Pack, Righteous-Fire Add-On Missions,* and the more true to life *Strike Commander, Speech Pack & Tactical Operations Add-On Missions. IBM Requires: hard disk, VGA, CD-ROM, 486+,8mbRAM.*
IBM - $35.00

WING COMMANDER III Heart of the Tiger — ORI

Wing Commander III comes with four CD-ROM disks - that's over 2000 meg of game play and cinematics and digitised sound. Origin have outdone themselves - and every other company. I have seen nothing to compare with this game. You have the option of running the game through SVGA rather than VGA, and I recommend you do so. Cinematic sequences link many of the missions together, including actors such as Mark Hamill. In between flights you can also talk to selected members of the crew, and you can choose how you respond to them. You can choose different fighters and their missile loads. Your cockpit is stunning, and SVGA targets look magnificent too. And for a change, your wingmen are no longer retards who can hit a moving target. Some of the wingmen, such as Hobbes, manage to nail five targets by the time I've taken out two or three. The storyline in the game depends heavily on how well you do each mission. So if you fail important missions early on, you find yourself in inferior fighters and on the defensive. However, the storyline even when you are succeeding becomes rather tough and moving by the third CD. There are fifty intense missions, an excellent musical score, five types of fighters, and you play directly off the CD, as well as some hard disk installation. And once again you can fly with the mouse, rather than having to use a joystick. *IBM Requires: CD-ROM, 8mb RAM (though more is recommended), SVGA, 486DX50 +, mouse, hard disk.*
IBM - $50.00 **PlayStation - $90.00** **SegaSaturn - $90.00**
Wing Commander III Hint Book **$40.00**

WING COMMANDER IV — ORI

The Kilrathi war may be over, but back home nothing is the same. There's trouble in the Border Worlds. Civl War seems imminent. You have to decide how to save the confederation - or if it should be saved at all! Who is the Conderation traitor, and what is his purpose? With improved cinematic techniques and photo-realistic graphics with a story of intrigue, betrayal and death. Includes Mark Hamill, interactive plot, greater control of missions and drama, 50 missions, all new fighters, new weapons, new characters as well as old character, etc. *IBM Requires: 8mbRAM, hard disk, CD-ROM, 486/75+, SVGA, mouse.* **$90.00**
WCIV Official Guide Book Detailed maps and explanations of all missions, mission flow-chart, 48 pages of photos from the full motion video, combat tactics, personnel details, etc. **$30.00**

X-WING COLLECTOR's CD-ROM — LUC

The original X-Wing Star Wars flight simulator conbat game, but this special CD-ROM version also includes six brand new missions, improved 3D graphics, sound and voices have been upgraded, and both additional tour of duty campaigns have been added, Imperial Pursuit and B-Wing. However, if this game is anything like its first release, don't bother playing it unless you can get access to a game editor that's commonly available on the Net. Without the editor, some missions you *cannot* get past unless you have an IQ of 200 with the reflexes of a seven year old. *IBM Requires: 386/33, 2mbRAM, CD-ROM, hard disk, VGA.* **$60.00**
X-Wing Collector's Hint Book **$40.00**

FANTASY

AFTERLIFE — LUC

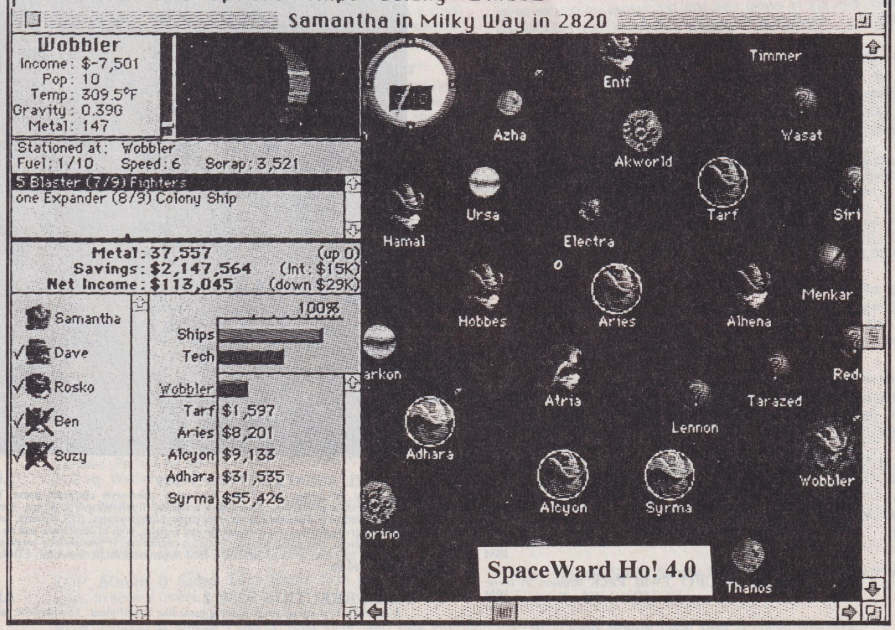
Like Simcity, except this time you manage two worlds, heaven and hell. You have to keep billions of souls happy by giving them the rewards nd punishments they deserve. Includes over 200 artistically rendered rewards and punishments, nearly 300 detailed tiles and buildings, more maps, graphs and charts than you can shake a pitchfork at, plus the most sophisticated engine of any sim game. Like Simcity, you must keep your souls happy, or they will leave in droves and your city will die. *IBM Requires: 486/66, CD-ROM, 8mbRAM, SVGA, hard disk.* **$90.00**

ANVIL OF DAWN — NEW

You are summoned to embark on a noble journey across the world called Tempest. By battle, skill, magic, and wits you must rescue humanity from an evil fate. Explore a massive, 3D landscape, while solving puzzles, overcoming traps, and enjoying the beauty and scope of outdoor scenes. *IBM Requires: 486/33, 4mbRAM, VGA, hard disk.* **IBM - $80.00**
Anvil of Dawn Strategy Guide Hint book for Anvil of Dawn. **$25.00**

ARENA - Deluxe Edition — BET

Oh wow! This deluxe version of Arena not only includes the complete Arena game (as described in previous catalogs) but also has the 'Codex Scientia' hint book - and wait for it - an 'Empire of Tamriel ' mouse pad! Oh please, hold me back! The game is a huge fantasy game of exploration and slugfesting, with a Doom style interface and cinematic storyline. *IBM Requires: 386, 4mbRAM, VGA, hard disk, CD-ROM.* **IBM - $90.00**



BAD MOJO — RAP

The game where you play as a cockroach! You start in a seedy dilapidated bar in San Francisco, where your dreams of escape are about to be realised. But remembering one last keepsake, you are suddenly seized by its magic and you are transformed completely into a normal sized cockroach. You then embark on a perilous journey of mystery and discovery. How did this happen to you, and how do you reverse the process.Your exploration begins in a strange sewer, and the game book includes clues if you need them. *IBM Requires: 486/66, 8mbRAM, hard disk, SVGA, Win 3.1+, CD ROM* **$90.00**

BETRAYAL IN ANTARA — Sierra

Welcome to the Antaran Empire. This Empire was forged generations ago by a king who covertly gathered mages to his side and used them to unite the provinces under his banner. However, over time the Imperial institutions have fallen prey to corruption and decay. In this fantasy role playing game, the player characters become embroiled in a devious plot of manipulation, political agendas, secret societies, racial hatred, magical discoveries, abduction and assassination. *IBM Requires: 486/66, 8megRAM, CD-ROM, Win'95, SVGA.* Due Nov. **$90.00**

BETRAYAL AT KRONDOR — DYN

Dynamix has combined with Raymond E Fiest, the author of the Riftwar Saga *(Magician)*, to create a revoluntionary fantasy RPG experience, with a new storyline from Raymond E Fiest. Features digitised actors and scenery, an innovative storytelling system that divides the game into 9 unique chapters totalling 100+ hours of game play; 224 million square feet of forested trails, snow covered mountain ranges, maze like sewers & bustling towns; battle armies of intelligent opponents in strategic turn based combat sequences. *IBM Requires: 386+, CD-ROM, VGA, 4mbRAM, Windows.* **IBM - $50.00**

Betrayal at Krondor Hint Book **$40.00**

BLOOD BOWL — MIC

The popular miniatures board game has been recreated very faithfully as an action packed computer game. With 8 authentic Blood Bowl teams with original fight songs, league, season, and exhibition battles - oops, games! Trading and free agents claiming options, instant reply and exclusive "Sky-Eye" Blimp cam, single or two player competition, head to head modem play, and humans, orcs, dwarfs, skeletons, and really ugly cheerleaders. Our staff who are into Blood Bowl went nutso on this game. *IBM Requires: 486+, 4mbRAM, VGA, hard disk, CD-ROM,* **$70.00**

CAMPAIGN CARTOGRAPHER — PRO

Cowabunga! Just what I've always wanted - a computer based package for drawing maps, including all of those quirky little symbols that make RPG maps so visually exciting (like trees, mountains, towns, roads, rivers, battlemaps, coastlines, etc). Comes with a large, thick 240 page manual. Tutorials run you through the basics of drawing your map and placing various items. (I was having so much fun placing little ships that I actually laughed out loud at one stage!) First you decide the scale of the map, then draw coastlines. You then fill your land masses with mountain ranges, forests, jungles, deserts, swamps, cities, towns, villages, battle sites, evil temples, etc. Each of these features can also be shown in appropriate color, on screen, or when printed. By using a CAD feature referred to as levels, you can make several maps from one original, each showing different levels of detail. The one with lowest detail, ie, mountains, forests etc, is the first one you give to player characters when they start a new campaign. *IBM Regs: hard disk, 3.5" FDD, VGA, mouse, 486+.* **$129.00**

DUNGEON DESIGNER An add-on for *CC*. It includes symbols and commands specific to designing small scale maps and designs. With a 150 page manual. *Requires as above.* **IBM - $50.00**

CITY DESIGNER Add-on for CC.The ultimate tool for designing cities for RPGs. Includes over 150 new symbols, including ancient, modern and futuristic building types as well as street furniture and rubble. You can make anything from villages to cities. *Requires as above.* **$67.00**

CC-FONTS A collection of 28 carefully crafted text and symbol fonts for CC that will enhance the style of your maps. Includes Gothic & Cyrilic fonts, Astrological, Modern Mapping and Meteorological symbols. **$30.00**

CHRONICLES OF THE SWORD — PSY

Take a solemn oath to serve king, God and country. Embark on a valiant journey from Camelot to Lyonesse, and aid the struggle of virtue against malignant sorcery, in a legendary tale of magic, mystery and murder. This adventure is based on the Legends of King Arther, with stunning graphics and 3D characters, 100 historically accurate English locations. *IBM Requires: 486/66, CDROM, 4mbRAM, SVGA, mouse.* **$50.00**

CRITICS CHOICE — MET

With 5 great fantasy strategy games. *Archon Ultra*, a fantasy game of chess where arcade action resolves the battles between pieces, *Ultimate Domain*, an ancient or medieval versio of *Populous*, *Dark Legions*, which is a huge punch up between a host of fantasy besties (a bit like *Streetfighter* in AD&D world), *Serf City*, a mesmerizing little game of building a medieval empire, and *Chessmaster 3000*. Ok, so that one's not fantasy, but as the other 4 are, I thought the fantasy section was the place to put them. *IBM Requires: CD-ROM, 386+, hard disk, VGA, 4mbRAM.* **$30.00**

D — AKL

A contemporary fantasy horror. A doctor has gone insane, his innocent daughter is seeking something. She is about to enter the darkness forever, as she searches every corner of a graphically superb house. Secrets and puzzles abound, along with horror, death, and insanity. *IBM Requires: 486/66, 4mbRAM, CD-ROM, hard disk, SVGA.* **IBM - $70.00** **PlayStation - $90.00** **SegaSaturn - $90.00**

DEATH GATE — LEG

Based on the novels by Margaret Weis and Tracy Hickman. Long ago after centuries of war, the Sartan Race smashed the World Seal and asundered the Earth into separate magical realms, each sealed from the other by the powerful Death Gate. Magic was corrupted, knowledge lost, and common humanity forgotten. The defeated Patryns, trapped in the nightmarish prison realm of the Labyrinth, became twisted with hatred and plotted revenge. Born in this savage land, you escape and undertake a new quest, to find the pieces of the World Seal, set your people free, and get revenge on the Sartans. *IBM Requires: CD-ROM, 386+, 4mbRAM,mouse, VGA* **$50.00**

Death Gate **$20.00**

DRAGONSPHERE — Microprose

A classic reprint. This is a role play adventure game. Adventure across a magical, medieval kingdom, which is suffering at the hands of the Sorcerer Sanwe and the terrible havoc wreaked on the land if he is not appeased. The Sorcerer was locked away 20 years ago, but he is breaking free at last, and you are the reigning king who must stop him. *IBM Requires: CD-ROM, 4megRAM, 486+.* **Special - $20.00**

DUNGEON MASTER II — INT

Commanding your party of warriors, you'll enter the most intelligent and realistic role playing world ever created. Featuring an all new version of the interface that defined point and click and a gaming world that seems truly alive, DMII is the ultimate quest of magic, dungeons, and monsters. All the creatures and characters think for themselves and react to your actions. Amazing special effects, lightning, rain, torch lit dungeon walls, above and below ground exploration, with villages, temples, forests. Real time combat, traps and puzzles. *IBM Requires: 386+, 4mbRAM, hard disk, CD-ROM, VGA.* **$90.00**

Dungeon Master II Official Adventurer's Hint Book **$40.00**

FANTASY GENERAL — SSI

This game looks magnificent. It is a fantasy wargame using the *Panzer General* vehicle, which is superb. You play one of four fantasy generals battling an evil warlord and his minions over four continents. There are over 120 types of fantasy units, ranging from heavy infantry such as legions, samurai, treemen, elementals; light infantry such as skeletons, auxilia, javelinmen, ratmen; cavalry include lancers, centaur knights, unicorns, cataphractoi; sky hunters such as eagle and griffon riders, wyverns, dragons; bombardiers such as Balloons, dragon riders, Zeppelins; siege engines such as catapults, multi-barrel cannons, disease throwers; and lots of special characters. Troops gain experience as they win battles, and you control production and training and research. There are 5 ready made campaigns but you can DYO scenario too. Graphics are great and game play is very challenging. *IBM Requires: 386/40+, 8mbRAM, VESA SVGA,CDROM, hard disk, mouse.* **$50.00**

Fantasy General Hint Book **$40.00**

Frankenstein Through the Eyes of the Monster — INT

Tim Curry of the Rocky Horror Picture Show stars in this classic monster tale reborn with a wicked twist...you are the monster. From your first waking thoughts, to the crazed ranting of your creator, you will see, hear and experience an adventure like nothing before. Move freely through an amazingly realistic world. Search books and notes for clues to your past. *IBM Requires: 486/33, 8mbRAM, CD-ROM, Windows.* **IBM - $50.00**

Frankenstein Hint Book **$40.00**

HEROES OF MIGHT AND MAGIC — New

Conquer the worlds of Might ang Magic. The realms of Might and Magic are expanding. New lands have been discovered and you must rise tothe challenge of conquering them. Beware for many warlords have risen to test your leadership and tactics. You must carefully manage all the resources at your disposal or you will surely be defeated. With SVGA graphics, multiple worlds to explore and conquer, customized computer opponents, over two dozen monster types, unlimited replay, etc. *IBM Requires: 486/33, 8mbRAM, CD, SVGA.* **IBM - $40.00**

HEROES OF M&M Windows '95 *Requires Win'95.* **$80.00**

HEROES OF M&M Official Strategy Guide Book **$40.00**

HEROES OF MIGHT & MAGIC II — New

Having crushed his enemies, consolidated his power base and eliminated dissent at the end of HOM&M, Lord Ironfist settled down to rule Enroth. But twenty five years later, the land is thrust into turmoil, with a civil war between the dead King's two sons. Players must choose one side and then lead their armies into battle. Features an unusually interactive campaign storyline. With 40 campaign scenarios. *IBM Requires: 486/33, 8megRAM, CD-ROM, SVGA.* Due Dec. **$90.00**

HERETIC/DOOM Double Pack — idSoftware

Contains Doom I plus the 4th level found in Ultimate Doom; and the complete Heretic game plus two all new episodes. *IBM Requires: 486/66, CD-ROM, 8mbRAM, hard disk, SVGA.* **$75.00**

Heretic Hint Book **$40.00**

HEXEN - Beyond Heretic — idSoftware

The sequel to the extremely successful and popular game Heretic. With tons of stunning new graphic, world details, and beasties. The story background is that while you were battling the evil forces of D'Sparil, the other Serpent Raiders were busy sowing the seeds of destruction in other dimensions. One such dimension is the decaying world where Hexen takes place. A world littered with the mangled corpes of unbelievers and inhabited by the undead followers that excuted them. Only three humans, a warrior, a mage, and a cleric have escaped the leaders' wicious (oops - vicious) spell. Now these three brave (or stupid) souls have sworn to crush the evil regime that threatens to destroy the world for ever. Separated upon entering the mystical portal, the three are forced to attempt on their own what they had hoped to do together: find Korax's stronghold, destroy him, and restore order in the physical world. With wild superhuman powers, lethal weapons, you can run and fly, you go through earthquakes, crumbling bridges, and fog. You track down powerful artifacts and cast wicked spells (one turns your opponents into pigs!), and you can play via modem or network. *IBM Requires: 486/33, 8mbRAM, CD-ROM.* **$30.00**

Hexen Hint Book **$40.00**

HERETIC Shadow of the Serpent Riders — idSoftware

The Heretic saga comes to its evil conclusion with this sequel. In a twisted medieval dimension, undead creatures and bestial horrors have done the unthinkable, callously slaughtering your entire race. Your friends, your family. Eliminated. But the nightmare has just begun. Wielding ungodly weapons such as the Firemace or Hellstaff and casting spells from Tomes of Power, you must seek vengeance. Or die trying. *IBM Requires: 486/33, 4mbRAM, hard disk, VGA, CD-ROM.* **$80.00**

KING'S QUEST COLLECTION — Sierra

Featuring the following King's Quest games - King's Quest 1, King's Quest 2, King's Quest 3, King's Quest 4, King's Quest 5, King's Quest 6, King's Quest Trivia game, King Graham's Challenge. *IBM Requires: 386/25, SVGA, 4megRAM, CD-ROM.* **$55.00**

KING'S QUEST VII — SIE

Amazing animation and an incredible soundtrack surround this enggin story, as you play two separate characters in six alternating chapters. Travel through a series of remarkable worlds, from a dark land belowground to a mysterious land in the clouds. Every turn yields both secrets and salvation, and every mystery solved brings you closer to the fiery confrontation that determines the fate of an entire kingdom. *IBM Requires: 486, CD-ROM, 8mbRAM, hard disk.* **IBM - $50.00**

King's Quest VII Hint Book **$40.00**

KINGDOM AT WAR — MAN

Civil war rages across a kingdom desperate for one strong king to unite the land. From your castle you must conquer or be conquered as armies clash, towns are taken and castles besieged. You must be master of both strategy and tactics to win control of new lands as well as defend and maintain those already captured. This is a world of swords and sorcery for up to six players. Includes elves, dwarves, and other fantastic creatures as well as man. *IBM Requires: 386+, 3mbRAM, CDROM, hard disk, VGA.* **$30.00**

MAGIC CARPET II — BUL

You're flying just feet above real landscapes. There's a dragon in front of you, Killer crabs behind and some guy on a another carpet cutting you to ribbons. Bullfrog's latest epic is a thrilling fight to the death; a highly original blend of non-stop arcade action and strategy. A new real time landscaping engine combines exquisite graphics, awesome gameplay and one of the fastest flying experiences ever seen on a PC. Can be played with one player, or 2 - 8 players via a network. There are 50 missions, awesome arcade action, over 20 magic spells, etc. (This version includes *The Hidden Worlds - Add on mission with a new ice age. All spells have been upgraded in power. Plus there's a new Homing Meteor that always hits its target. You'll need it. There are 35 new worlds, 25 single player, and 10 multi-player. The bees are angrier, wyverns more wicked, and more powerful wizards.)* *IBM requires: 486+, 4mb RAM, VGA, CD-ROM, Microsoft or compatible Mouse.* **IBM - $30.00**

Magic Carpet 1&2 Official Player's Guide 316 page book. **$30.00**

MAGIC THE GATHERING — Microprose

The computer game of Magic the Gathering, being designed by Sid Meier and Richard Garfield. The game contains an adventure game segment based on the card game. In this real fantasy world, people interact with AI opponents with the goal of acquiring more cards for their computer playing deck. These AI opponents will be new characters that personify aspects of many of the Magic cards. There will also be a stand alone duel segment where people can challenge the computer's AI outside the adventure world. *IBM Requires: Windows '95, Pentium, SVGA, 8megRAM, hard disk.* Due December. **$90.00**

MASTER OF MAGIC — MIC

This game could well be the game of the year. Its basically a fantasy version of *Master or Orion*, that is, a detailed, good fun fantasy empire building game. (Called 4-X by some - eXplore, eXpand, eXploit and eXterminate). The game also includes an alternate plane of a darkner nature where six races and some new resource types reside. You travel between the planes via a spell or two wizards towers on the map. Developing cities is similar to *Civilization*, though the computer runs several of the more mundane aspects. The game features diplomacy, where you can form pacts, alliances, trade spells, threaten, cajole, etc. There are tons of technologies to develop and discover. The game has been heavily influenced by *Magic the Gathering* too. Up to eight units can stack together to form a combat unit. *IBM requires: 386+, 2mb RAM, CD-ROM, VGA, mouse, hard disk* **Special - $30.00**

Master of Magic Hint Book **$40.00**

MIGHT & MAGIC TRILOGY — NEW

The perfect compilation for novice and expert players alike - three role playing epics in one. Prepare to be awed by the Might and entranced by the Magic. Includes a bonus never seen before adventure, Swords of Xeen. The trilogy includes *M&M III: Isles of Terra, M&M IV: Clouds of Xeen*, and *M&M V: Darkside of Xeen. IBM Requires: CD-ROM.* **$50.00**

Might & Magic Compendium Hint Book **$40.00**

MYST — BRO

Journey in this game to an island world surrealisttically tinged with mystery...where every vibrant rock, scrap of paper, and sound may hold vital clues to your unraveling a chilling tale of intrigue and injustice that defies all boundaries of time and space. Only your wits and imagination will serve to stay the course and unlock the ancient betrayal of ages past. Combine keen observation and logic to unlock the secrets of Myst. Walk through stunning 3D photo-realistic graphics. View incredible video and animation. Experience a first person point of view with no distracting controls or windows. You have to discover everything by yourself. IBM requires: 386/33 +, Windows 3.1, 4mb RAM, SVGA, CD-ROM, hard disk. **IBM - $90.00**

Myst Hint Book **$40.00**

NOCTROPOLIS — FLA

For ages 17 and over only. Contains adult themes, nudity, & violence. A game of vampires and a mad doctor, this is set in the City of Darkness, where your hero stands alone against the tide of evil. You are Darksheer, and your enemies are a vampire Succubus, Typhat the Magician, Master Macabre, and demonic allies. A beautifully rendered, adult graphic adventure about the grisly things of the underworld. IBM requires: 386DX33 +, CD-ROM, Microsoft Mouse, SVGA, and soundblaster or similar. **$25.00** **Noctropolis Clue Book $25.00**

PHANTASMAGORIA — SIE

For ages 17 + only, containing adult themes (and banned from being sold in some states.). The game features a frighteningly believable, ominous adventure. What begins as a dream soon becomes a nightmare. Horror unfolds in taut gripping chapters filling 7 CDs. Built-in hint option moves you quickly through dazzling 3-D rendered scenes. Lush realism and a haunting soundtrack create a nightmare you won't forget. *IBM Requires: Windows 3.1, CD-ROM, 486, SVGA, hard disk, 4mbRAM.* **$90.00**

QUEST FOR GLORY — Sierra

Includes all four *Quest For Glory* fantasy adventure computer games in one box. In the first QFG, you massacre monsters, battle brigands, and rescue royalty. In GFG2, far away across a blazing desert, you fight a sinister magician for the fate of two cities, combating poisonous evil with might and magic; in QFG3 disaster looms through compeling scenes of wonder, danger, and excitement to your ultimate battle with unspeakable evil; in QFG4, free the mythical kingdom of Mordavia from the malevolent power of the Dark One. Triumph over wraiths, vampires and grotesque monsters, or lose your soul in defeat. *IBM Requires: 386/25, 4mbRAM, CD-ROM, VGA, hard disk, mouse.* **$50.00**

SHANNARA — LEG

Written as a sequel to *The Sword of Shannara*. Brona, the ancient Warlock King, has returned. Now only the combined magic of the races can stop him. You play Jak Ohnsford, but the price you must pay to save your homeland is much higher than you imagined. With more than 30 actors, great 3D morphs and animations, evil monsters to battle. *IBM Requires: 486/33, 4mbRAM,CD-ROM, SVGA.* **IBM - $40.00**

Shannara Hint Book **$40.00**

STONEKEEP — INT

Step into the mystery of Stonekeep and begin a quest through dark corridors, treacherous sewers, and subterranean realms of faeries, magic and the living dead. You'll discover a world where darkenss reigns and where you become part of a detailed storyline that unfolds to your comands. Defeat Evil, reclaim your immortal soul and experience the adventure. *IBM: 486/33,CD-ROM,8mbRAM, VGA,hard disk.* **$60.00**

Stonekeep Hint Book **$40.00**

THE BEAST WITHIN — SIE

Play as both Gabriel and Grace as they are dispatched to Munich to solve a series of mutilation murdesr throught to be the work of werewolves. Gabriel confronts his own demons while Grace traces an historical mystery, that of the strange demise of Mad King Ludwig II. The hunters become the hunted. *IBM: CD-ROM, 486, 8mbRAM, SVGA.* **$90.00**

THE DARK EYE — TIM

A role playing adventure game set in a haunting nightmare world of murder and malevolence. Players are challenged to unlock their fates within a twisted labyrinth populated by dozens of characters and channeled by plots and points of view inspired by the works of Edgar Allan Poe. The incredible 3D animated realm features hundreds of views in four separate story worlds. Explore the minds of murderers, madmen, and their terrified victims as another layer of suspence is revealed. *IBM Requires: Windows 3.1+, 486/33+, CDROM, 8mbRAM, SVGA.* **$90.00**

THE TROPHY CASE — Sirtech

Three games in one, all by Sirtech. The first is Jagged Alliance # 1, where you lead a team of tough mercenaries on a variety of missions, each character having a unique personality and often a bad attitude; the second is Druid, Daemons of the Mind, a sprawling fantasy epic role play adventure; and Realms of Arkania, Star Trail, another epic fantasy adventure. *IBM Requires: 486/33, 4mbRAM, CD-ROM, SVGA, hard disk.* **$70.00**

THUNDERSCAPE — SSI

SSI's all new world of Aden, a big, brawny and boisterous realm. Driven by mechamagic, the crude but effective marriage of steam-age technology and powerful sorcerery, Aden is a huge world of unbridled imagination and limitless possibilities. The game is set in the time of the Darkfall. Of mysterious origins, this black blight stains the land with its spawn - mindless horrors known simply as nocturnals. Great warriors ride across battered lands to battle these vile hordes. Twenty different levels including catacombs, fortresses, mines, mountain passages, caves, sewers, a Dwarven city, & the Radiant Castle. Twenty four different monsters, deadly traps, & puzzles to solve. *IBM Requires: CD-ROM, 8mbRAM, hard disk, VGA, mouse.*

Thunderscape: The Official Strategy Guide Players Handbook. **$40.00**

ENTOMORPH A complete stand alone game, but the 2nd in the Thunderscape world. A malevolent plague is staining the land with its horrible offspring. You start off in the city of Kyan, and feel that you have caught this plague that turns every living thing into an insect. You have to find the cause of the plague and solve it before you completely morph into a bug. A single player RPG. *IBM Requires: Windows, CD-ROM, 8mbRAM, SVGA, mouse, hard disk.* **IBM - $40.00**

ULTIMA VIII: Pagan — ORI

TIme and again you have proven yourself a powerful threat to the Guardians plans. Now you are imprisoned on a distant world where the forces of the Guardian hold absolute command. The rules are different here. Without allies or even a familiar frame of reference, you must learn to defeat the ruling Elemental Titans on their own terms in your quest to bring the battle to the Guardian. Includes intense magic & fantasy, a closer blend of fantasy and reality, you can interact with the natives, incredibly smooth and lifelike animation, 400 frames of art per character, and 1200 for the Avatar. The game uses a new more natural perspective, and has a brilliant sound track and sound effects. Requires: *IBM with CD-ROM with Speech Pack* **IBM - $30.00**

Ultima VIII: Ultimate Strategy Guide Your survival guide book. **$40.00**

WARCRAFT Shareware Version — FormGen

Orcs verses humans in this extremely popular 3D wargame of epic proportions. You play either orc or human, and construct or rule your own medieval stronghold. You can play 2 player via modem, and there are six scenarios within two separate storylines - one if you play orcs, the other if you play human. You command many unique creatures including grunts, footmen, archers, spearmen, necromancers, clerics, etc. Heavily influenced by Games Workshop, with orcs being green great hulking brutes verses humans in full plate armor. *IBM Requires: 386, CD-ROM, 4megRAM, hard disk.* **$12.00**

WARCRAFT II Tides of Darkness — Blizzard

Return to the world of WarCraft, where the battle between the evil orcs or noble humans rages on. With powerful new allies, terrifying new creatures and ingenious new weaponry, the struggle for the domination of Azeroth continues, Supports 2-8 players via network, one player against the computer, or two players via modem or null-modem, has a map builder, command new weapons of war including dragons, submarines, air-balloons, elven archers, griffins, battleships, and death knights. There are 28 campaign scenarios, enhanced AI, etc. And the new weapon types look great, human galleys with full sails, strange orc ships, subs, etc. *IBM Requires: SVGA, 486/33+, CD-ROM, 8mbRAM.* **IBM - $90.00**

Warcraft II Official Secrets & Solutions Official hint book. **$30.00**

WARCRAFT II Expansion Set The humans must venture beyond the Dark Portal into the dark, uncharted lands of the orcish Horde. 24 new scenarios set within two new story lines (orcs or humans), over 50 custom maps, new legendary heroes, new 3-D cinematic sequences. You must have the full version of the game to use. *IBM Requries: as above.* **$50.00**

MORE WAR Over 100 new levels for Warcraft II, making a total of over 400 hours of gameplay with orcs verses humans. *IBM Requries: as above.* **$45.00**

W!ZONE Over 50 complete new, custom designed battlegrounds for Warcraft II. Featuring combat on land, sea and air. *IBM Requries: as above.* **$45.00**

WARLORDS II SSG

For 1 - 8 players, any of which can be computer controlled. Computer intelligence is good. An amusing option when playing against computer opponents is *I am the Greatest*, which makes them all attack you all-out from the first turn. One of the greatest attractions of this new version is unlimited random maps. You can even choose the percentages of woods, hills, water, etc. One brilliant quick-start option allocates all of the cities to the players - just produce armies and start kicking butt straight away! There are heaps of new unit types, such as giant spiders, scouts, wolf riders, pikemen, elephants, etc. Heroes still romp around the map looking for talismans and allies. to stop them!) The game contains diplomacy - even against the computer players. You can be in one of three diplomatic states with all of your opponents: allied, where you should not attack his units or cities; neutral, you can attack his units but should not attack his cities; and hostile, where you can attack freely cities or armies. *Requires: IBM 386SX or better, 3.5" 1.44 meg FDD, hard disk, VGA, 2 meg RAM.* **IBM - $40.00** **MAC - $80.00**

Warlords II Official Strategy Guide 316 pages. **$40.00**

WARLORDS II DELUXE As above, but also including brilliant SVGA graphics, superb sound, and 60 created worlds to fight over, as well as infinite random worlds, plus the scenario builder (as listed below) to let you create your own worlds. Up to eight players can battle for world supremacy in the unrestricted warfare of networkplay, or you can play via modem or e-mail. Scenarios include complete detailed castles to fight in, ancient, Napoleonic, etc. *IBM Requires: CD-ROM,4mbRAM, 386+, VESA SVGA.* **IBM - $70.00**

WARLORDS II SCENARIO BUILDER SSG

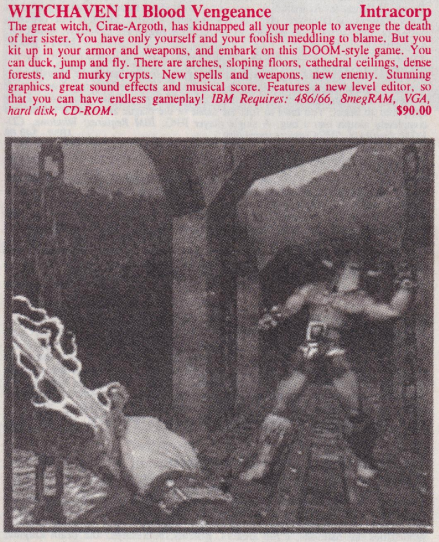
With this superb add-on for Warlords II, you can do anything at all that you wish to the game. You can edit anyof the existing scenarios (and this game comes with 24 new scenarios, including Ancient Rome, Napoleonic Britain, a sci-fi world, etc), you can edit the pictures of any troop types using a simple point and click interface, you can edit any map, again with point and click, you can edit the strengths and speed etc of each troop type, control what can be built at cities, etc. The editor also allows you to build a world from scratch, and you can place your own land masses, put cities where you want them, and any type of unit at all - with a little imagination you could even make a space game based on Star Fleet Battles Federation & Empire! *IBM Requires: IBM 386 or better, VGA, hard disk, 3.5" FDD, 2 MB RAM, mouse.* **IBM - $30.00**

WARHAMMER Shadow of the Horned Rat MIN

Warhammer Fantasy Battle Miniatures game is now a computer game. You are the leader of the mercenary army the Grudgebearers, and it is your task to protect the Empire from endless hordes of orcs and skaven. There are more than 40 battles with gorgeous visuals, challenging strategies, in-depth backgrounds; there are lots of troop types to choose from; the battles are linked together by a detailed story; battles are real time with a semi top-down 3D view; & there is a complete campaign. Being a Windows '95 only game, you can also resize any of the screens, and therefore have the battlescreen fill the whole screen. All the troops statistics are straight from the Warhammer Fantasy miniatures game, leaders have their own names and stats; weapons include Short Bow, Long Bow, Wood Elf Bow, Crossbow, Gyrocopter Bomb, Volley Gun, Mortar, Rock Lobber, Cannon, Imperial Cannon, Doom Diver Catapult, Doomwheel, Greatsword, Hammer, Lance, Halberd, etc. Regiments gain experience if they actually score kills in a battle and then survive. Races included are the Empire, Elves, Dwarfs, Skaven, Orcs, Goblins, & Monsters. Battle Magic is included, as is the usual Warhammer Psychology rules, etc. Looks great! *IBM Requires: Windows 3.1, 486/66, 8mbRAM, SVGA.* **IBM - $50.00** **PlayStation - $80.00** **SegaSaturn - $80.00**

WITCHAVEN II Blood Vengeance Intracorp

The great witch, Cirae-Argoth, has kidnapped all your people to avenge the death of her sister. You have only yourself and your foolish meddling to blame. But you kit up in your armor and weapons, and embark on this DOOM-style game. You can duck, jump and fly. There are arches, sloping floors, cathedral ceilings, dense forests, and murky crypts. New spells and weapons, new enemy. Stunning graphics, great sound effects and musical score. Features a new level editor, so that you can have endless gameplay! *IBM Requires: 486/66, 8megRAM, VGA, hard disk, CD-ROM.* **$90.00**



WIZARDRY GOLD SIR

A true roleplaying game on computer, where you roleplay DW Bradley's award winning and acclaimed classic epic, Crusaders of the Dark Savant. You lead a group of six characters, chosen from amongst fantasy races and professions, on the world of Lost Guardia, where they will meet several or all of the creatures who inhabit the land, as you search for the location of the Astral Dominae. Features automapping and interactive hint guide, and a deep storyline. *IBM Requires: Win 3.1+, 486/33, 8mbRAM, SVGA, CD-ROM, hard disk.* **$80.00**

ZEDDAS Caravan

A rather warped adventure set in a hidden castle, a mirky wood, where a host of diabolical mysteries await you. Explore the labyrinthine corridors of the woeful castle, discover keys and mystical items you need to help you in your quest, solve nefarious obstacles created by the demon Zeddas, and feel afraid! *IBM Requires: 486/33, CD-ROM, VGA, 8megRAM.* **IBM - $50.00** **MAC - $50.00**

ZORK NEMESIS ACT

Evil rules the Forbidden Lands. Here, the souls of the empire's great alchemists lie in perpetual hell...at the hands of the Nemesis demon. Now the forces of the underground beckon you to uncover the mystery behind the Nemesis' curse. Travel through five mind-bending worlds including 65 puzzles and 40 hours of game play to discover that ancient secret of alchemy that will free the trapped souls from evil's grip...before the Nemesis imprisons you with the others, for eternity. Features Hollywood actors and free scrolling. *IBM Requires: 486/66, 8mbRAM, CD-ROM, hard disk, SVGA.* **$90.00**

Advanced Dungeons & Dragons

AD&D BIRTHRIGHT: The Gorgon's Alliance SSI

Role playing in the AD&D Birthright. With role playing, battle-strategy and real time combat. Bright, 3D graphics bring the magical land of Anuire to life. 34 interactive characters and multiple variations make for amazing depth of play. You encounter treasures, resources, allies, and foes, including the Spider King, the Gorgorn. Players can choose to play a thoughtful, turn-based game or a fast paced, real-time game. *IBM Requires: 486/66, CD-ROM, Win '95, 8megRAM.* Due Dec. **$90.00**

AD&D Birthright - PlayStation Due November. **$90.00**

AD&D COLLECTORS EDITION SSI

SSI made a series of really popular AD&D RPG adventures that have been unavailable for some time now. Well, now you can buy all 9 of them on CD-ROM for a great price. The nine games included with this package are (Forgotten Realms) *Pool of Radiance, Curse of the Azure Bonds,Secret of the Silver Blades* and *Pools of Darkness*;(Dragonlance) *Champions of Krynn, Death Knights of Krynn,* and *The Dark Queen of Krynn*; and (Savage Frontier) *Gateway to the Savage Frontier,* and *Treasures of the Savage Frontier.* You can transfer characters from one game to the next within each epic. *IBM Requires: 2mbRAM, CD-ROM, EGA/VGA,hard disk.* **IBM - $60.00**

AD&D DEATH KEEP SSI

AD&D Dungeon delving the way you like it - fast, furious and fun. An evil necromancer has escaped his icy prison and is wreaking havo upon the surrounding lands. Prepare to fight your way through more than 25 eerie dungeons, each with 8 levels to explore. Including icy caverns, 3 ominous towers, and a fantastic final dungeon. Over 30 types of monsters. You can jump, fly, and even fall. *IBM Requires: 486/66, 8mbRAM, hard disk, CD-ROM, SVGA, hard disk.* **$50.00**

AD&D EYE OF THE BEHOLDER TRILOGY SSI

The 3 popular point and click first-person Eye of the Beholder games are all available in this one special package! In EOB#1 you experience the AD&D world like never before; in EOB#2 the bigger adventure includes a forest, temple, catacomb and three huge towers; in EOB#3 you are transported to the ruined city of Myth Drannor. *IBM: CD-ROM.* **$60.00**

AD&D MASTERPIECE COLLECTION SSI

Another game with 4 CDs and six of the biggest and best AD&D computer games. You'll immerse yourself in the AD&D world for endless hours. Includes *Dark Sun Shattered Lands*,its sequel *Dark Sun Wake of the Ravager*, *Ravenloft Strahd's Possession*, the sequel *Ravenloft Stone Prophet*, *Forgotten Realms Menzoberranzan*, and lastly *Al-Qadim Genie's Curse*.Now that's good value! *IBM Requires: 386/40, CD-ROM, 4mbRAM, hard disk, VGA.* **IBM - $60.00**

AD&D ULTIMATE FANTASY SSI

Five popular AD&D games all in one package - on 5 CDs.They are *Dark Sun Shattered Lands*, *Fantasy Empires* (an empire building conquest game of AD&D), *Dungeon Hack*(with a random dungeon generator), *Stronghold* (a cute game that is like a cross between Simcity and Populous), and *Unlimited Adventures* (where you design your own RPG adventures on computer.) *IBM: 386, CD-ROM, 2mbRAM.* **IBM - $45.00**

Miscellaneous

1830 Railroads & Robber Barons AH

Computerised version of Avalon Hill's popular train game. Lay track, build stations, purchase trains, and manipulate stocks to build an empire of iron and steel. History's greatest robber barons will try to stop you by undercutting your lines and buyingout your stock. Your only weapons are money and trains. Will your empire succeed or fall under the wheels of competition. Up to six human or computer opponents. Random maps. *IBM Requires: 386+, 4mbRAM,3.5" FDD, VGA, mouse.* **$40.00**

ALONE IN THE DARK TRILOGY INF

All three games of Alone in the Dark, where you play the Supernatural Private Eye Edward Carnby and solve his macabre investigations. You must remove evil from a haunted house, save an 8 year old girl from voodoo kidnappers, and solve the mystery of a haunted ghost town. An arcade adventure game with 3D real time animation, 3D characters and objects, etc. *IBM Requires: 386/33, 4mbRAM, CDROM.* **$80.00**

Alone in the Dark I & II Hint Book $40.00 **Alone # 3 Hintbook $40.00**

BULLFROG PAK BUL

Six CDs are in this game, giving you six titles from Europe's # 1 computer developer. Includes *Theme Park*, where you design and build the greatest amusement park in the world; *Populous*, a cute game of epic proportions where you play the part of a god, leading your faithful followers through world after world, guiding them to build, populate, and conquer; *Populous II*, similar to # 1, but this time you fight against the Greek gods, each with their own powers and strengths, etc; *Powermonger*, in similar style to Populous, except this time its set in WW1; *Syndicate*, see description in the Sci-Fi Section; and lastly a *Magic Carpet Demo*. *IBM Requires: CD-ROM, hard disk, 4mbRAM, VGA, 386+, mouse.* **IBM - $60.00**

CAPITALISM Interactive Magic

The real strategy game of money, power and wealth. Business is war! Great corporate struggles can be compared to great battles in history. Now you can demonstrate your own battle leadership in this real-time strategy game of intrigue, competition, success and failure in everyday business wars. You can be either manufacturing, retail, real estate or MegaCorp. You select your products and prices, etc, but watch your competition! Watch out for those hostile take overs too! *IBM Requires: 386/33, 4mbRAM, CD-ROM, hard disk.* **$90.00**

CRICKET '96 EA

The most realistic cricket game to hit the PC. 4 different types of games, including fast, matches, test matches and the world challenge. There are full motion video pop-up windows that highlight all the action. Humorous dialogue from the commentators take you through every game. You can setup your own team, including field layout.You can save the game at any time, and up to three can play. You choose what sort of hit your batsman makes, how to bowl each ball, whether your batsman runs or not, etc. *IBM Requires 486/33, CD-ROM, 8mbRAM, hard disk.* **IBM - $90.00**

DEMOLITION DERBY II PSY

With no rules, no limits, no pit stopping, anything goes in this collision course of crumple zones, hit and run mayhem, and street level slamming where wrecking your opponent's motor vehicle in ultra-realistic smashes and crashes is the name of the game. Take on the rigours of a full Championship season and pit your wits aginst a motley crew of psycho-waster racers such as the Suicide Squaddies, Skum and The Optician as you storm up the rankings from Rookie to Pro. Can be played two player with a serial link. *IBM Requires: VGA,8mbRAM,486, CD-ROM.* Due November. **$80.00**

HOYLE'S CLASSIC GAMES SIE

Gather around the card table for a friendly game of Poker, or any other of the ten games in this box. Features stunning SVGA graphics (the cards look so real!). The ten games covered are Draw Poker, Bridge, Cribbage, Gin Rummy, Hearts, Solitaire, Old Maid, Crazy 8's, and also Bakgammon and Checkers. You play against a selection of computer opponents, with varying skill levels and individual responses to your actions. *IBM Requires: Windows, 486/33, 8mbRAM, SVGA, CD-ROM.* **IBM - $90.00**

GAMER PACK Sierra

A boxed set with 6 CDs - six complete games. The games are *King's Quest V, Leisure Suit Larry 1, Caesar, Quest for Glory IV: Shadows of Darkness, Red Baron* and *Gabriel Knight*. *IBM Requires: 386/25, CD-ROM, 4mbRAM.* **$55.00**

GRAND PRIX 2 MicroProse

This is not a racing game. This is you in the cockpit hurtling around a grand prix at speeds up to 200 mph. Forget virtual reality, this is the real deal. All the teams, all the drivers, all the cards, all the circuits. The game includes every aspect of the real grand prix experiences; in-depth car set-ups, practise and qualifying sessions, etc. With all 16 1994 world circuits, multiplayer capability, full lap replay, serial link and modem capable. *IBM Requires: 486/66, 8megRAM, VGA or SVGA, CD-ROM, hard disk.* **$90.00**

MADDEN NFL '97 EA Sports

NFL football Madden style. The legendary gameplay that has made John Madden Football the #1 sports game of all time fuses with state of the art 32-bit technology. The result: the most authentic NFL experience to date on the PC. Features TV style expert commentary, you can customize every detail of your dream Sunday match-ups; motion captured graphics bring the hits to life, with animations of real players. Can be played via modem and network. *IBM Requires: Pentium, 8megRAM, SVGA, CD-ROM, hard disk.*

IBM - $80.00 **PlayStation - $90.00** **SegaSaturn - $90.00**

MEGAPAK 5 MEG

Contains 10 of the best selling and best known PC action, adventure, and strategy games. (All recent ones too.) They are *Terminal Velocity, Flight Unlimited, Primal Rage, Pinball Fantasies, Jagged Alliance, FX-Fighter, Warlords II Deluxe, Great Naval Battles IV, Pool Champion,* and *Entomorph*. *IBM Requires: 486/66, CDROM, 8mbRAM, etc.* **$84.00**

MINDSCAPE'S BIG 16 MIN

Sixteen CD-ROMs each containing one complete game. The game are a great mix, and include Alien Logic, MegaRace, Metal Marines, Commander Blood, Ultimate Domain, Crystal Caliburn Pinball, JetFighter II, Tom Landry Strategy Football, Casino Master Multimedia, D/Generation, Pac In Time, Puzzle Power, Savage Warriors, Dragon Lore, Legions, and The Psychotron. *IBM Requires: 486/25+, 4mb RAM, hard disk, Dos or Win 3.1 +, CD-ROM, Mouse, SVGA.* **$70.00**

NHL '97 EA Sports

Hockey North American style. Features real-time rendered polygon players based on motion capture from a real life NHL player; exhibition, season, playoff, and All-Star game; four players can play at the same time, full seaon network and modem play; national teams for Canada, USA, Russia, Scandanavia and Europe; all the teams and over 650 NHL players. *IBM Requires: Pentium 75, 8mb RAM, hard disk, Dos or Win '95, CD-ROM, Mouse, SVGA.* **$70.00**

POLICE QUEST: SWAT SIE

You have joined the most elite force in crime fighting history: SWAT, the Special Weapons And Tactics team founded by former LAPD Chief Daryl F. Gates. Now you can experience this renlentless adrenaline-pumping action firsthand as you eing your training as a SWAT officer. After instruction in actual SWAT tactics and target training sessions your skills will be called into action in multiple scenarios and career-advancing missions. With lots of digitised footage of real actors. *IBM Requires: 486/33, 8mbRAM, SVGA, CD-ROM,* **IBM - $60.00**

POWER, CORRUPTION & LIES MIC

Four complete games in one box. They are DUNE II (strategy based empire building), BENEATH A STEEL SKY (SF thriller where your character tries to uncover secrets and lies), FLEET DEFENDER (modern flight sim) and UFO (bit like X-Files). *IBM Requires: 386, 4mbRAM, VGA, CDROM, Dos 5.0, hard disk.* **$90.00**

RAILROAD TYCOON Deluxe Microprose

Another reprinted classic. The game of railroad building in the 1800s, by Sid Meier. Build your own railroad in six world regions, four parts of America, Europe and Africa. Control 32 types of trains, each with its own speed and characteristics. *IBM Requires: 486+, CD-ROM, 4megRAM.* **Special - $20.00**

RIPPER GAM

Jack the Ripper is back. The year is 2040. A vkcious serial killer stalks the seedy, cybertech streets of New York, disembowling his victims and vanishing without a trace. It is up to you to find him. Features 6 CDs, 3 hours of full motion video, 4 different endings, great music, 1st person perspective, lots of interactive puzzles and combat, a cast of Hollywood actors. *IBM Requires: 486/50+, CDROM, VESA SVGA, hard disk, 8mbRAM,mouse.* **$40.00**

Ripper Hint Book **$40.00**

SAM & MAX HIT THE ROAD LucasArts

Yikes, grab your nightstick, squeal like a siren, and hit the road with Sam and Max, Freelance Police, as they attempt to crack their toughest case. (Sam is a dog and Max is a rabbity thing). This is a cartoon style adventure game. Sam and Max are hot on the trail of a runaway carnival bigfoot across America's quirky underbelly in this deranged animated adventure. Enjoy the twisted humor, endless hours of fun playing mini-games included in the game, such as Wak-A-Rat and CarBomb. *IBM Requires: 386/33, CD-ROM, 4mbRAM, VGA, hard disk.* **$30.00**

SIMISLE MAX

You're the king of the rainforest. So what are you going to do? You'd better decide fast because there are miners, poachers, petrochemical companies, endangered species, tourists, polluters, ecologists, natural disasters and even UFOs, all vying for your attention - and for your resources. With teams of agents at your command, you'll embark on missions to determine the fate of a series of island rainforests. *IBM Requires 486/33, CD-ROM, 8mbRAM, SVGA,* **$50.00**

SIMCITY 2000 CD Collection MAX

This set includes SIMCITY 2000, the Urban Renewal Kit, Scenarios Vol 1, and Bonus Cities and Scenarios. The completely revamped version of Simcity, with 3-D views available at three magnification levels and graphics so stunning you can't put the game down. If you do a good job of running your city, people will flock to it, otherwise they'll leave - so practise is required to learn their likes & dislikes. Cities can also reach up to the 5,000,000 mark, as opposed to the limit of 500,000 of Simcity Classic. The game is run by a simple point and click on the toolbar and pull down menus. There are heaps of pull down graphs that show the trends of population, budget, etc. If you enjoyed Simcity, you'll love Simcity 2000. Requires: IBM 386 or better, 4 meg RAM, hard disk, VGA, CD-ROM. **IBM - $90.00**

Simcity 2000 Player's Handbook The hint book for Simcity 2000. **$40.00**

S!ZONE Included are 800 new cities for Simcity 2000, and 250 cities for Simcity Classic. Also a game file manager. **$45.00**

SIMTOWER MAX

A cute "Sim" game in which you are responsible for building and developing one skyscraper, or tower. You start by building a small office complex-a lobby, a few offices and a cafe. expand by adding more floors, more offices, and elevators. Then diversify to hotel rooms, shops, theaters, restaurants, condos, etc. To succeed you'll need to keep your customers happy. *IBM: 386, CD-ROM, Windows 3.1+,4mbRAM.* **$50.00**

THE ESSENTIAL SELECTION: BUSINESS EA

With two business games in the one package. *Transport Tycoon* where you enter a vast, randomly generated world of towns and raw materials, where you attempt to establish a vast empire of stations, airports, docks, rail, air, road, and ship networks. And *ThemePark*, where you attempt to build a themepark that will beat all of its competitors in attracking the public. *IBM Requires: 486,4mbRAM, SVGA, CD-ROM.* **IBM - $30.00**

THE LUCAS ARTS ARCHIVES Vol I LUC

Four complete games and a screen saver. *Indiana Jones and the Fate of Atlantis*, where India needs to stop the Nazis getting their hands on the thing that sank Atlantis. *Sam & Max Hit the Road*, twisted comic humor, *Star Wars Rebel Assault*, described in the SF section, *Day of the Tentacle*, a brilliant comic spoof, and a Star Wars screen saver. *IBM Requires: 386/33, CD-ROM, 4mbRAM, VGA.* **IBM - $60.00**

WACKY WHEELS SOF

This is the shareware version. Now, although this game is designed for children, it's adults that I've seen playing it. Myself included! I did the driving and accelerating while my wife controlled the hedgehog cannon. You play the part of an animal, such as an elephant, moose, panda, or my favorite - the shark! driving a little Formula One car.There are several race causes, which include oil slicks, obstacles, under water driving (you turn into a cute little submarine with periscope), and you can pick up hedgehogs by driving into them, and then shoot them at other cars to send 'em off the road. We loved it! *IBM Requires: 386, VGA, 2mbRAM, CD-ROM, hard disk.* **$10.00**

WORMS OCEAN

This game looks to be like a shoot 'em up version of *Lemmings*. For up to sixteen players on a network, you each play a worm, that's right, a little garden worm, armed with bazookas, bananas, grenades, homing missiles, Shotguns, uzis, landmines, sheep (which detonate on command), and escape routes including bungee jumps, drills, etc. *IBM: it doesn't say! But as it has a CD, you need CD-ROM, maybe 8mbRAM, SVGA.*

IBM - $60.00 **PlayStation - $90.00** **SegaSaturn - $90.00**

WORMS REINFORCEMENTS This add-on includes a brilliant 1 player mission based challenge game, outrageous custom levels, zany new audio speech sample sets, IPX Network/Modem support, stacks of incredible new game options, new weapons, etc. **$40.00**

FAULTY PROGRAMS

If you have received a faulty disk or CD for any reason - do not send it back to us! First, please ring us and we will tell you what must be done. In some cases we will give you the address of the company who distributes the game in Australia; and in other cases (especially with CDs) we will ask you to send the entire game back to us, and we will return it to the Australian distributor on you behalf. When they send us the replacement, we'll get it straight back to you.

Military Simulations
P.O. Box 164 Moorabbin. Victoria 3189
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Magazine Subscriptions

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AUSTRALIAN REALMS

A high quality role playing magazine that is produced right here in Australia, in Perth. A bi-monthly publication that has already seen 15 issues, it contains 48 A4 pages and a full color cover. It reviews new products, a regular section on PBM games, book reviews, a brief overview of new products from a host of suppliers, and lots of scenarios, adventures, short stories or source material for many different role playing games, including ShadowRun, AD&D, Cyberpunk, Mage, Earthdawn, Traveller, Vampire, as well as popular board games and miniatures games, such as BattleTech, Space Marine, Warhammer 40,000, etc, etc.

$6.00 for 1 issue ☐
$15.00 for 3 issues ☐
$30.00 for 6 issues ☐
$60.00 for 12 issues ☐

COMMAND MAGAZINE

A top quality wargames magazine that contains a complete game in each issue. Please note, however, that the game included is quite often a "bumper double-issue game", which when we send to you, counts as two copies of the magazine. Each issue of COMMAND MAGAZINE contains two booklets. One contains a full commentary regarding the topic of the game, plus numerous other articles regarding military history, from ancient to WW2 to modern day. The other booklet contains the rules for the game included in the magazine. "Normal" issues normally contain one full color mapsheet and around 200 counters. The "bumper" issues have up to 2 maps and up to 1,000 counters.

$25.00 for 1 issue ☐
$65.00 for 3 issues ☐
$118.00 for 6 issues ☐
$212.00 for 12 issues ☐

DRAGON

TSR's popular monthly magazine. The emphasis is on AD&D with a veritable treasure chest of articles, adventures & ads(!) for Forgotten Realms, Dark Sun etc. Features on Top Secret SI & Marvel Supers are tolerated, albeit with less proliferation. Every issue includes such things as new spells, magic items, strange monsters, variant NPC classes, short stories, comics, game reviews, and a broad selection of essays on gaming techniques & campaigns. Publication regularity is excellent.

$9.00 for 1 issue ☐
$26.00 for 3 issues ☐
$50.00 for 6 issues ☐
$80.00 for 12 issues ☐

DUNGEON

TSR's bi-monthly publication specifiaally dedicated to AD&D or D&D adventures - with enough danger 'n' loot to satiate the wander-lust of any party. The player's quest for riches, fame & challenges is fulfilled with at lease four, moderate to exceptional quality, mini-modules per issue. Every game is complete, with all necessary maps & diagrams included. Some adventurs are campaign-specific, set in either the Dark Sun, Spelljammer, Ravenloft, or other such realms. Publication regularity is excellent.

$9.00 for 1 issue ☐
$23.00 for 3 issues ☐
$40.00 for 6 issues ☐
$64.00 for 12 issues ☐

GENERAL

Avalon Hill's great publication that deals exclusively with Avalon Hill simulations (what a surprise!). Each issue highlights a specific (usually new) product, with extensive feature articles. However a selection of popular games (such as ASL, Third Reich, Diplomacy etc) are also regularly covered in detail. Article definition includes series replays scenarios, designer's notes, strategy & tactics, optional rules, coming attractions & (infrequently) variant counters. Good publication regularity.

$10.00 for 1 issue ☐
$27.00 for 3 issues ☐
$50.00 for 6 issues ☐
$80.00 for 12 issues ☐

MARS: ADVENTURES IN MINIATURE

BattleTechnology magazine has been canned by FASA, and we have been looking for a magazine to replace it. And this magazine fits the job description perfectly. The magazine features scenarios, variants, army lists, and model building tips for the following miniatures' games: Warzone, Warhammer 40,000, BattleTech, Heavy Gear, Warhammer Fantasy Battle, etc. 64 pages. First issue due August. BattleTechnology subscribers will be sent this magazine.

$11.00 for 1 issue ☐
$32.00 for 3 issues ☐
$63.00 for 6 issues ☐
$118.00 for 12 issues ☐

PROTOCULTURE ADDICTS

We've been looking for a top quality magazine on Japanese anime and manga ever since *Animag* disappeared forever. We have found one! *Protoculture Addicts* is brought out bimonthly - there have already been 29 issues. It is produced by *Janus Publications*, the people who have given us *Heavy Gear Fighter*. This magazine reviews all things to do with anime: games, CDs, cartoons, books, manga, and vidoes. It has full features covering anime movies & videos, with episode by episode descriptions; anime stories, etc. Profusely illustrated with shots from videos, etc.

$9.00 for 1 issue ☐
$24.00 for 3 issues ☐
$45.00 for 6 issues ☐
$81.00 for 12 issues ☐

SCRYE: The Collectable Trading Card Game Guide

A high quality 68 page magazine by ILM International, that specifically covers Collectable Trading Card Games. It includes complete rules for new games set to be released, such as X-Files, reviews of new releases, notes from designers, hints on building decks, strategies to use, and best of all, complete listings including price guide for all of the major Trading Card Games, for example, Vampire ES, Middle Earth the Wizards and Dragons, all the Magic the Gathering releases, Net Runner, Star Trek, Star Wars, etc!

$8.00 for 1 issue ☐
$20.00 for 3 issues ☐
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STAR WARS ADVENTURE JOURNAL

By West End Games. Take a fascinating voyage through the Star Wars galaxy with the Star Wars Adventure Journal. Each issue features exciting adventures, new source material and tales from the Star Wars universe. Each issue contains original works of fiction, such as a short story by Timothy Zahn or Kathy Tyers. Other features may include: Fragments from the Rim - a humorous look at Star Wars; previews of new Star Wars products by West End; guides to running various types of characters in your games; other short stories; logs, equipment, scenarios, etc. Sold as a 280 page softcover book in a large novel format.

$20.00 for 1 issue ☐
$55.00 for 3 issues ☐
$105 .00 for 6 issues ☐

PYRAMID

Steve Jackson's new bi-monthly role playing magazine. It is 72 pages in length, and features reports on overseas cons, reviews hot selling games, such as Earthdawn, contains scenarios and designer's notes on things such as GURPS, Car Wars, Toon, etc. It also has many regular features such as Steve Jackson's games news and release schedule, industry news, AADA news, etc. It also contains some rather tongue in cheek rip offs of other games. For example, they are running a series of Toon supplements, such as: Hampire: The Masked Ace Raid, and coming is Werecow: Ah, Pork Lips, Gee, which games are they ripping off?

$8.00 for 1 issue ☐
$23.00 for 3 issues ☐
$45.00 for 6 issues ☐
$81.00 for 12 issues ☐

STRATEGY & TACTICS MAGAZINE

A popular and long standing magazine that contains a complete game in each issue, with around 200 counters and one full color mapsheet. Each magazine includes a wealth of historical articles about military history, as well as a indepth article about the game's historical background. The rules however, normally tend to be complex. Games stretch from ancient to medieval to WW2 to modern, some being tactical simulations while others are great strategical simulations including several empires.

$25.00 for 1 issue ☐
$70.00 for 3 issues ☐
$118.00 for 6 issues ☐
$212.00 for 12 issues ☐

THE DUELIST

By Wizards of the Coast, this is a brand new full color quarterly magazine that supports Magic the Gathering and the future Deckmaster products in the collectable trading card game genre. Every issue features the latest trading card products, articles on game variants, previews of up and coming Deckmaster products, interviews with artists and designers, news from the tournament circuit, and tips on play.

$9.00 for 1 issue ☐
$16.00 for 2 issues ☐
$30.00 for 4 issues ☐
$48.00 for 8 issues ☐

UNSPEAKABLE OATH

A professional American fanzine-style B4 digest of arcane lore for the Call of Cthulhu keeper, player & enthusiast. Articles include the standard selection of scenarios, campaign details, new Lovecraftian (?) beasties, background source material, and the other related miscellany. Everyone who enjoys chaosium's superb horror RPG would be well advised to invest in this magazine. Quality material by known english and Australian authors are regularly included. Publication regularity is slow.

$10.00 for 1 issue ☐
$18.00 for 2 issues ☐
$34.00 for 4 issues ☐

WHITE DWARF

White Dwarf magazine has entered an entirely new format. Its now a 100 pages containing news, rules, and battle reports for all the latest releases from Games Workshop and Citadel, with tactics articles, painting and modelling articles, interviews, army features, plus every issue will now contain two sheets of card gaming "hardware" that you can cut out and use in your games. Wargear cards, data faxes etc are now available in top quanlity glossy cardboard! Note that Military Simulations often puts Games Workshop/Citadel discount vouchers with this magazine, redeemable only at Military Simulations.

$8.00 for 1 issue ☐
$24.00 for 3 issues ☐
$40.00 for 6 issues ☐
$80.00 for 12 issues ☐

CRAZY SPECIALS

Please Give Second Choices - As Some Specials Are Only While Stocks Last

Trading Card Games

ICE Middle Earth: The Dragons Display
Crazy Special $90.00 **Normally $194.00**

The dragons were created by the Black Enemy and brought to Middle Earth to defeat the Valar and their children, the Free People. This expansion brings these terrifying creatures into your deck to challenge you and beckon you to their hoards. You can riddle with Smaug like Bilbo the Hobbit, match wits with Agburanar to discover his drakish flaw, and steal a priceless artifact while Scatha lies sleeping. This booster set contains 180 new black border cards. Beautiful artwork.

The Dragons Booster Pack 15 cards $2.60
The Dragons Booster Display 540 cards $90.00

DEC Star Wars Starter Deck Display
Crazy Special $99.00 **Normally $216.00**

Decipher, the people who brougth us Star Trek Next Gen Trading Card Game, have also done Star Wars as a trading card game. With the game, players control, alter and feel the Force. The Rebel Alliance battles against the unrelenting power of the Empire. One player controls the Rebel Alliance and the good side of the Force, the other plays the Empire and the Dark Side of the Force. There are 324 common, uncommon and rare cards. Each Starter Deck contains 30 random Light Side and 30 random Dark Side of the Force cards. Booster packs have a random mix of cards from both sides of the Force. Cards have their artwork lifted directly from the Star Wars movie. The rule book is 40 pages long.

Star Wars Starter Deck 60 cards + rules $9.00
Starter Deck Display (720 cards) $99.00

Wargames

DEC Four Battles of the Ancient World
Crazy Special $27.00 **Normally $50.00**

Includes four battles of the Ancient World, from four of the most crucial Ancient periods. Counter represent historical units from Macedonian Phalanxes to Roman legions, as well as great leaders such as Alexander and Julius Caesar. Each battle uses simple Standard Rules as well as rules unique to that battle. Battles are Arbela 331 BC between Alexander and Darius of Persia; Cannae, 216 BC, where Hannibal gave the Romans their most crushing defeat; Pharsalus, 48 BC between Julius Caesar and Pompey; and Teutoburger Wald, 9 AD, where a supposed German ally ambushed and decimated a Roman force.400 two sided counters, maps, etc.

DEC Four Battles of Ancient World Vol. II
Crazy Special $36.00 **Normally $70.00**

Includes four more battles of the Ancient World. Issus 333 BC, between Alexander and Darius; Metaurus in 207 BC where the Roman Consol Nero crushed the Carthaginian force under Hasdrubal; Carrhae, 53 BC, where the Parthians obliterated a Roman force under Crassius; and Idvisto in 15 AD with the Romans seeking revenge against the Germans who back stabbed them at Teutoburger Wald. 420 back printed counters, maps, etc.

3W Sword & Shield (Early Middle Ages)
Crazy Special $22.50 **Normally $54.00**

During the Middle Ages feudalism caused the period to see an inrredible variety of weaponry and tactics. These four games reveal this diversity. The battles are Stamford Bridge in 1066 AD where King Harold crushed a Viking army; Kalaura in 1078 AD, the 22 year old, newly crowned Byzantine King faces a revolt that leads to a massive cavalry battle; Lake Peipus in 1262 AD, where an arrogant charge of Teutonic knights across thin ice resulted in them all drowning; and Bannockburn in 1314 AD, where Robert the Bruce established Scotland's freedom from the English. Simple rules, highly solitaire suitable, 400 counters, 4 maps.

3W Crossbows & Cannon II (Later M.Ages)
Crazy Special $22.50 **Normally $50.00**

The art of warfare underwent radical changes in this period, which this game is designed to reveal - arquebuses and cannons emerged to affect the battlefield. The four battles included are: Pinkie, 1547 between the Scottish and invading English; Fornovo, 1495 where French defeated the Italians; Cerignola, 1503, where Spaniards defeated the French; and Novara, where in 1513 the Swiss use their new cannons to crush a French army. 400 counters, 4 maps, etc.

3W Royalists & Roundheads III (Rennaisance)
Crazy Special $20.00 **Normally $50.00**

Featuring the standard rules plus advanced rules as optional. Includes four battle of the English Civil War. Tippermuir, 1644, between the Royalist forces in Scotland and the Covenanting army of Lord Elcho; Preston, 1648, between Cromwell and Charles I; Dunbar, 1650, where Cromwell battles Charles II in Scotland; Worcester, 1651, where Charles II meets his demise at Cromwell's hands. 400 counters, simple & advanced rules, 4 maps, etc.

3W Blood & Iron
Crazy Special $20.00 **Normally $50.00**

Features two battles of the Franco-Prussian War of 1870: Froeschweiller, where the French made a determined defense against a Prussian attack; and Sedan, where Napoleon III met his demise at the powerful Prussian war machine. Easy to learn rules including command control, artillery, fortifications, and reserve movement. With 400 counters, 2 34x22" maps, etc.

3W Fury on Champlain
Crazy Special $20.00 **Normally $50.00**

A brand new 3W title. (3W have gone out of business.) It is September 1814. For two years Britain and America have been locked in a spiteful war. This game features both land and naval warfare. Pure naval actions will occur. Ships can transport troops, and use their guns against coastal defenses. Forces include infantry, cavalry, militia, spies, artillery, engineers, Indians, marines, redoubts, etc. The English commander was totally incompetant. Can you do better than him and defeat the Americans? 200 counters, 34"x22" map, simple rules that are solitaire suitable.

3W Classic Wargamer Game Magazines
Crazy Special $40.00 **Normally $160.00**

We've been able to snatch up limited stocks of Mint-condition old Wargamer Magazines, back in the days when Wargamer was like S&T magazine, containing a high quality game. There are six titles, as follows:

Wargammer 26 Crazy $8.00 Normally $16.00
Race to the Meuse is an operational level boardgame covering the events of hte 22nd to 27th December 1944, at the westernmost advance of the Fifth Panzer Army during the Battle of the Bulge, WW2. 140 counters, 17"x22" map, simple rules.

Wargammer 31 Crazy $8.00 Normally $18.00
Clash of Steel recreates the war on the Russian Front from June 1941 to May 1945, WWII. The game is unique in that it recreates fog of war realistically. Each player has his own map (exactly the same) and never fully knows where all the enemy units are. When they meet, they put down markers that show where they are.

Wargammer 39 Crazy $8.00 Normally $20.00
Desert warfare in WW2. The game, Hellfire Pass, is an operational simulation of the WW2 tank battles fought between the Allied and Axis forces during May and June 1941. Rules are moderate complexity.

Wargammer 40 Crazy $8.00 Normally $20.00
Fight on the Beaches is a two player simulation game of the German plan to invade Britain in the autumn of 1940, WWII. The counters represent British and German combat units, aircraft, transports, and leaders.

Wargammer 41 Crazy $8.00 Normally $20.00
Companion to Wargamer # 39. O'Connor's Offensive follows the battles in North Africa, where this British Commander destroyed the Italian army in the Libyan desert in the winter of 1940/41. 200 counters and map.

Wargammer 43 Crazy $8.00 Normally $20.00
Wellington Verses Massena is a Napoleonic simulation game of the Battle of Fuentes de Onoro, the French attempt to drive off the Anglo-Portugese army besieging the fortress of Almeida. Can be played solitaire.

GAM TALISMAN 3rd Edition SPECIAL
Crazy Special $150.00 **Normally $240.00**

This special includes Games Workshop's popular boardgame Talisman, along with its three expansions. The four titles are also available individually, as follows:

Talisman 3rd Ed Crazy $60.00 Normally $90.00
The all new and completely revised Talisman. It is a game played in a mythical world of dragons and sorcery. As a wizard, warrior, elf, dwarf, or one of seven other characters with special powers, each player must set off on a quest to find the Magic Talisman. The journey will be filled with danger - monsters, traps, and evil beings are awaiting to defeat your character. This game contains a mounted gameboard, 11 miniatures, 11 character cards, 129 adventure cards, 30 spell cards, 40 purchase cards, tower, talisman, toad cards, over 100 counters, 32 coins, etc.

Dungeon of Doom Crazy $30.00 Normally $45.00
Two new board sections to expand Talisman. Enter the dark and terror haunted dungeon of the Lord of Darkness and journey to the perilous mountain realm of the Eagle King. With six new characters: Chaos Warrior, High Priest, Beastman, Shaman, Druid, & Fire Wizard.

City of Adventure Crazy $30.00 Normally $45.00
2 new board sections that can be placed alongside the main Talisman game board, allowing players to enter the city realm of the Emperor and the forest realm of the Wraith Lord. With 6 plastic miniatures, 98 cards, map boards.

Dragon's Tower Crazy $40.00 Normally $60.00
Contains a 3-D model of the tower and a plastic model of the evil Dragon King, both of which are placed in the centre of the main Talisman board. New set of adventure cards details the events, enemies & followers that can be encountered in the tower and the treasures that can be found there.

ICE The Hobbit
Crazy Special $35.00 **Normally $60.00**

A superb family game based upon Tolkien's novel *The Hobbit*. The game is simple, just four pages, but flows and plays very well, successfully capturing the character of the novel. Each player, (2-4) is a hobbit, off adventuring around Middle Earth while searching for experience and talismans to enable him to defeat Smaug. The game features a stunning mounted mapboard of Middle Earth with point to point movement system, eight decks of cards (each time you reach an area it is classified such as Peril, Adventure, etc, & you take an appropriate card); all "combat" between hobbits is resolved by riddle cards; are there are all manner of gold, special cards, talismans, etc, to collect in your journeys. Once you have accrued enough experience and artifacts etc, you race to the mountain to take on the dragon. Includes 4 plastic hobbits, coins & life points, special dice.

Role Playing Games

BTRC Epiphany: Legends of Hyperborea
Crazy Special $10.00 **Normally $20.00**

A brand new release from BTRC. In this complete diceless role playing game, Atlantis is alive! Atlantis, Lemuria, Mu, legendary kingdoms of magic, all now sunk beneath the sea, and despite our science and technology, they remain hidden, and so confined to the world of myth. You role play in the past of these magical kingdoms, before their destruction. Even without dice, the outcomes of debates and duels are still uncertain.

TSR AD&D Option Rulebook's Special
Crazy Special $85.00 **Normally $131.00**

TSR has released a magnificent range of dungeon master's and player's handbooks full of optional rules, which will greatly enhance the enjoyment of games of AD&D. All four books are also available individually:

High Level Campaigns Crazy $21.50 Normally $32.00
AD&D Dungeon Master's Option Rulebook. 192 page hardback book, which offers heavy duty advice for carefully constructing and maintaining many sorts of AD&D high-level campaigns. Has dangerous opponents, saga-length campaign ideas, divine intervention, spy networks, etc.

Combat & Tactics Crazy $21.50 Normally $32.00
AD&D Player's Option Rulebook. All the optional combat rules any gamer could want are in this book. With an advanced and improved tactical melee system, critical hits and wound-and-injury effects, armor destruction and repair, new weapons from ancient times to the renaissance, monster tactics, terrain effects.

Skills & Powers Crazy $21.50 Normally $32.00
AD&DPlayers Option Rulebook. House rules with new character abilities, ways to expand old powers, new sensory powers, development of personal goals and motivations, zero-level characters, new races as characters, etc.

Spells & Magic Crazy $24.00 Normally $35.00
AD&D Player's Option Rulebook. New rules for spells and magic, new schools of magic for wizards, and brand new spells for both priest and wizard players.

TSR AD&D Player's Handbooks Special
Crazy Special $92.00 **Normally $145.00**

Complete Rangers Crazy $19.00 Normally $29.00
PHBR11. Details rangers, loners who brave the wilds and unknown, tracking, seeking, and hunting. This book details all relevant rules and tables, their skills and development, kits such as Forest Runners, Falconers, etc.

Complete Paladins Crazy $19.00 Normally $29.00
PHBR12. One of the most colorful & challenging character classes. Details paladin proficiencies, combat rules, personalities, equipment, & sub-class variations.

Complete Druid's Crazy $19.00 Normally $29.00
PHBR13. In the fight against evil, the paladin stands as Good's supreme, undaunted champion. This accessory helps you to play the noblest warriors of AD&D.

Complete Barbarian's Crazy $19.00 Normally $29.00
PHBR14. Warriors, thieves, and spellcasters from primitive societies, even Stone Age fantasy cultures. New skills, expanded rules, nonhuman barbarians, etc.

Complete Ninja Crazy $19.00 Normally $29.00
PHBR15. Presents the ninja, a combination of spy, thief, and secret warrior, who takes on the most dangerous and deadly missions of all. Humans from any culture can be become ninjas.

TSR Marco Volo Adventure Special
Crazy $21.00 **Normally $34.50**

An imposter calling himself Marco Volo gets himself into all manner of troubles, making a most amusing tale. All titles available individually:

Marco Volo: Departure Crazy $7.50 Normally $11.50
All player levels. You follow the adventures of an imposter who claims to be the real Volo. You get an entertaining non-political romp through the realm.

Marco Volo: Journey Crazy $7.50 Normally $11.50
All player levels, the imposter Volo continues on his romp through the Forgotten Realms.

Marco Volo: Arrival Crazy $7.50 Normally $11.50
The imposter has upset someone, so now he's on the run - but who is chasing him?

WHT Mage Tradition Book
Crazy Special $73.00 **Normally $112.00**

Mage is part of White Wolf's World of Darkness. For this special we will send you seven of the Tradition Books, the Mage versions of "Clan Books". All are available separately:

New World Order Crazy $11.00 Normally $16.00
Technocracy: New World Order. The dreaded Men in black dog the steps of Tradition mages, kidnapping, interrogating, threatening, or removing any threat to the Greater Good.

Void Engineers Crazy $11.00 Normally $16.00
Something's out there...and the Void Engineers are sworn to track it, explore it, and if need be, exterminate it. Deep sees, deep space, alternate dimensions, virtual reality. With a fully detailed Umbral Cruiser and its crew.

Akashic Brotherhood Crazy $11.00 Normally $16.00
Examines the history, culture and beliefs of this most wise and ancient tradition, including: a variety of weapons, tools, rotes, and Talismans of Do, 6 character templates, for players or Storytellers.

The Sons of Ether Crazy $11.00 Normally $16.00
From the fringes of science and magic, the Sons of Ether carve mad wizardry and biazarre technology. By funneling their wild theories through technomagick, the Sons blast the static truths of the Technocracy into ruin.

Progenitors Crazy $11.00 Normally $16.00
The sourcebook which explores the motivations and powers of the

Technocracy, the fractious organisation that controls humanity's will.
Verbena **Crazy $11.00 Normally $16.00**
Traces the origins and practices of the Verbena, their allies and enemies, and their quest for the understanding of the Self in all its forms.
Virtual Adepts **Crazy $11.00 Normally $16.00**
Detailing the cyberhacker wizards, with 6 character templates, history, factions, & paths of Virtual Adepts, slang terms, new rotes, etc.

FAS ShadowRun Special

Crazy Special $64.00 **Normally $101.00**
We are offering four popular ShadowRun supplements, with new equipment and world background, and adventures to run. All available individually, as follows:
Awakenings **Crazy $16.00** **Normally $24.00**
New magic in 2056. Offers new perspectives on magic in the Sixth World: rules for a new magical discipline, new archetypes, and further explores the more advanced ways of using magical powers, such as metamagic.
Cybertechnology **Crazy $16.00** **Normally $24.00**
Chock-full of new cyberware, accessories, enhancements, and optional and expanded rules destined to leave the hardest samurai feeling like he's lost in a toy store. From cybernetic triggers to cyborg replacement parts, its all here.
Super Tuesday **Crazy $16.00** **Normally $24.00**
Collection of 5 stories set during the Chaotic United Canadian and American States Election of 2057. From breaking into Bug City, to stopping a psycho toxis shaman on a death mission, to tangling with a secret society, the players find out what it means when politicians enter the shadows.
Virtual Reality 2.0 **Crazy $19.00** **Normally $29.00**
A complete overhaul of all the rules for running ShadowRun's worldwide computer network, the Matrix. New rules provide a faster-playing version of decking through the Net, update ShadowRun technology, and offer new equipment and equipment rules. This sourcebook also includes rules for playing otaku, the mysterious technoshamans who seem to live inthe Matrix, and offers the most current information about Matrix law and AIs.

DP9 Star Riders RPG

Crazy Specials $10.00 **Normally $20.00**
A deliriously funny role playing game in the space opera tradition. When the Dadourunrun Conundrum Empire's bureaucrats slightly "misplace" Earth - the coolest place in the galaxy - during a galactic re-organisation, you go off looking for it. Your common Toasters (you know, we put bread in them) are one of the alien races of the universe. (These are used in a multitude of ways, from door stops, to weapons, to currency, and yes, they even make toast!)

HOG Warhammer Fantasy RPG

Crazy Special $74.00 **Normally $117.00**
Traditional fantasy setting - in fact, Games Workshop's Warhammer Fantasy world. Printed under license by Hogshead Publishing, on special for the first time:
Warhammer Fantasy **Crazy $30.00** **Normally $45.00**
This is an exact reprint of Games Workshop's Third Edition. It allows you to roleplay in Games Workshop's popular fantasy world, where on the surface it is a civilized and cultured place, where only the occasional conspiracy, assassination, revolution or invasion by orcs, goblins, beastmen or mutants disrupts the feudal order. Yet a shadow hangs over the world, cast by the corrupting hand of Chaos. 366 pages with lots of art.
Apocrypha Now **Crazy $16.00** **Normally $24.00**
Material collated from old WFR supplements and White Dwarf magazines. Includes optional rules, new magical gear, new scenarios and campaign ideas, new career types including Elven Wardancer, how to convert characters between WFR and WFBattles. 128 pages.
Dying of the Light **Crazy $16.00** **Normally $24.00**
All new material. Marienburg, city of commerce, learning, superstition. The adventurers are sent there seeking a rare book, and uncover a sinister web of intrigue, missing scholars, and strange powers. Rumours of ancient demons are followed by panic and rioting, and the city is in danger of being destroyed completely.
Shadows Over Bogenhafen **Crazy $16** **Normally $24.00**
The enemies within the Empire. This book is a compilation of two old titles, The Enemy Withing and Shadows Over Bogenhafen. Includes an adventure in which you hunt for Chaos infestations within the Empire, and heaps of background info, history, politics, religions, etc.

VAR Role Playing Games Grab Packs

Crazy Special $10.00 **Originally $100.00+**
These grab packs contain **20** role playing items, all old items, most of it for no longer available systems, such as Marvel Super Heroes, Top Secret MERP 1st Ed, Amazing Engine, old TSR generic novels and Amazing short stories, etc, etc. Most of the stuff you could adopt to other systems with a little bit of imagination. Some titles you can use as wall paper or toilet paper.

NOVELS

FAS BattleTech Novel Special

Crazy Special $15.00 **Normally $24.00**
We are offering three of the latest BattleTech novels, each updating you in what is happening the in BattleTech universe. Available individually as follows:
Highlander Gambit **Crazy $5.30** **Normally $8.00**
Chancellor Sun-Tzu Liao dispatches Death Commando Loren Jaffray to the planet Northwind. His mission: to singlehandedly destroy the elite Northwind Highlanders, the mercenaries who abandonned the Capellans in their hour of need thirty years ago. As the grandson of famous Highlander warriors, Jaffray is the perfect instrument to exact Sun-Tzu's revenge. But Prince Victor Davion is not going to sit back and watch.
Star Lord **Crazy $5.30** **Normally $8.00**
A self-appointed Star Lord launches a series of raids that threaten and terrorize the universe with an army disguised as Knights of the Inner Sphere. Thomas Marik employs an unlikely company of mechwarriors and shows the Star Lord that two can play at impersonation.
Malicious Intent **Crazy $5.30** **Normally $8.00**
Vlad Ward uses secret information to reestablish the Wolves as a fearsome Clan while the Jade Falcons embark on an ambitious campaign driving deep into Katrina Steiner's Lyran Alliance. Katrina must turn to Victor for help, but that won't stop her from trying to do him in! By Michael A Stackpole. **$7.95**

TSR AD&D Novel Special

Crazy Special $41.00 **Normally $70.00**
We are offering five novels from the AD&D Dragonlance Warriors Series. And also three popular individual novels.
Knights of the Crown **Crazy $5.00** **Normally $8.00**
The exploits of heroes and villains of the War of the Lance. The Knights of Solamnia are an integral part of the history of Krynn. This follows the path of a novice knight who must learn loyalty.
Maquesta Kar-Thon **Crazy $5.00** **Normally $8.00**
Maquesta Kar-Thon races against time, high seas pirates, and her own trepidations to win her father's freedom.
Knights of the Sword **Crazy $5.00** **Normally $8.00**
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Theros Ironfeld **Crazy $6.00** **Normally $9.50**
The legendary life of Theros Ironfeld, the mighty forger of dragonlances. We learn of his pre-war life as a gladiator, soldier, and mercenary among the minotaurs, & how he became a follower of Paladine.
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Reveals the ancient beginnings of the archmage Elminster. He started life as a shepherd boy, but when his flock, village, and parents were slaughtered by a dragon riding mage, he swore revenge. This book follows that long journey.
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Never before published takes of magic, featuring the mystical characters of that magical world of the Realms, with Elminster, Volo, Liriel, heroes of Phlan, etc.
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Five original short stories from the underworld that spawned dark elf Drizzt Do'Urden. By Ed Greenwood, Elaine Cunningham, and others.

MINIATURE'S RULES

BTRC SLAGG Spaceship Combat Rules

Crazy Special $8.00 **Normally $16.00**
A new product from BTRC, 28 page A4 sized publication. SLAG is the space combat game you don't need to be a rocket scientist to play, or a defense budget to afford. Fast enough to play over lunch, with custom ship design and handicapping rules for different tech levels to provide endless variation and challenge. Includes a map in the back cover, a countersheet of stick on space ships, and a quick reference sheet. The rules are fast, simple and fun. Includes ready made ship designs.

MINIATURES

GAM Space Marine Limited Stock Special

Games Workshop have dumped Space Marine, so we quickly grabbed up a lot of their last stocks. So here they are, on special. Remember, once they are gone, that's it!

CIT0764	**Epic Space Marine Land Raiders**	**Crazy $16.50**
CIT0765	Epic Space Marine Tactical Company	Crazy $16.50
CIT0766	**Epic Ork Horde**	**Crazy $16.50**
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CIT0772	**Epic Squats**	**Crazy $16.50**
CIT0773	Epic Stompers	Crazy $16.50
CIT0789	**Space Ork Bonebreakers**	**Crazy $16.50**
CIT0790	Knight Paladins	Crazy $16.50
CIT0791	**Imperator Titan**	**Crazy $31.00**
CIT0792	Space Ork MegaGargant	Crazy $20.00
CIT0798	**Tyranid Swarm**	**Crazy $19.00**

GRN Stargrunt II

These rules are a comprehensive set of generic rules for simulating science fiction infantry combat in virtually any background, but also includes background info and unit types and organisation set in the same universe as Dirtside and Full Thrust. The rules themselves are not on the special, but the miniatures are. They are around 25-28mm tall.

New Anglian Royal Marines	**Crazy $48.00**	**Normally $66.00**
16 assorted infantry & 6 Power Armor infantry.		
Federal Stats Europa	**Crazy $48.00**	**Normally $66.00**
16 assorted infantry & 6 Power Armor infantry.		
Eurasian Union Naval Inf	**Crazy $48.00**	**Normally $66.00**
16 assorted infantry & 6 Power Armor infantry.		
New Swabian League	**Crazy $48.00**	**Normally $66.00**
16 assorted infantry & 6 Power Armor infantry.		
Islamic Federation	**Crazy $48.00**	**Normally $66.00**
24 assorted infantry (three squads of 8)		
Pan African Union	**Crazy $48.00**	**Normally $66.00**
24 assorted infantry (three squads of 8)		
Mercenaries	**Crazy $48.00**	**Normally $66.00**
24 assorted infantry (three squads of 8)		
StarGrunt II Miniatures Rules	(Not on special)	**$40.00**

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Crazy Special $59.00 **Normally $108.00**
Ral Partha have released a stunning new range of dragons in blister cards. The dragons are 25mm scale and are of medium size.

RAL11576	**Gold Dragon**	**Crazy $11.00**	**Normally $19.00**
RAL11577	Red Dragon	Crazy $11.00	Normally $19.00
RAL11578	**Bronze Dragon**	**Crazy $10.00**	**Normally $17.50**
RAL11579	Amethyst Dragon	Crazy $10.00	Normally $17.50
RAL11580	**Black Dragon**	**Crazy $9.50**	**Normally $16.95**
RAL11581	Topaz Dragon	Crazy $9.50	Normally $16.95

RAL11579 Amethyst Dragon

RAL Silver & Steel + Elmore's Warband

Crazy Special $48.00 **Normally $95.00**
Ral Partha have produced two magnificent boxed sets of women fighters, Silver & Steel I and II. They have also made a boxed set from Larry Elmore's famous Warband painting.
RAL10310 Silver & Steel **Crazy $16.00** **Normally $30.00**
(Ten true 25mm female warriors)
RAL10312 Silver & Steel II Crazy $16.00 Normally $30.00
(Six true 25mm female warriors with seven "little helpers")
RAL10311 Elmore's Warband **Crazy $18.00** **Normally $35.00**
(Seven foot and one mounted true 25mm warriors)

RAL10311 Elmore's Warband

GAM White Dwarf Magazine Overstocks

Oops! We ordered a few too many (a few, few too many!) White Dwarf magazines # 199 and # 200. We are therefore offering them on special below:
White Dwarf Magazine # 199 **Crazy $5.00** **Normally $10.00**
White Dwarf Magazine # 200 Crazy $5.00 Normally $10.00

IRR WWII 1/300th Special

Irregular Miniatures make a large range of 1/300th scale WWII tanks, guns, infantry etc, of average quality. (They do not compare to GHQ.) We are offering various packs of them, as below. As a set of WWII rules, we are offering a re-print of the 1987 Panzerfaust/Armored Fist WWII Rules, 3rd Ed, which can be used with 1/300th or 1/76th scale miniatures. Infantry come 4 x 6mm figures to a base, 30mm x 10mm. Use each base to represent a HQ or a squad.
Panzerfaust/Armored Fist WWII Miniatures Rules **$18.00**
These are not new. This is a reprint of the 3rd Ed released back in 1987. But the rules are still the most detailed and comprehensive rules ever released for WWII, with one figure representing one tank, gun or infantry man. There are 70 pages, with 25 pages of army lists

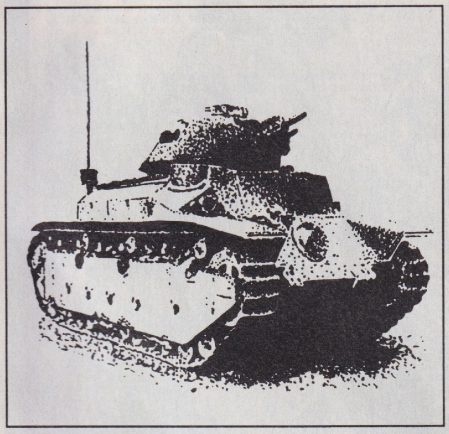
with unit organisations and equipment and 23 pages of tank and gun charts, all with notes.

German 1941 Mixed Panzer Company with Inf Support $30.00
Includes 17 tanks (2 Pz IVD in HQ, 5 Pz IV D, 10 Pz III), and two infantry companies (2xCo. HQ, 2xAnti-Tank Section with AT Rifles, 6 x Pl. HQ, 18 x Infantry Squad)

German 1944 Panzer Company with Inf Support $30.00
Includes 14 tanks (2x Panther in HQ, 12 x Panther), and one Panzer Grenadier company (HQ with 2xSdkfz 251/1,1xSdkfz250/8, 2xKubelwagen, 1xCo.HQ,3xLMGs section, 3 x Pl.HQ in 3 x Sdkfz 251, 9xInfantry Squad in 9x Sdkfz251.) $35.00

Soviet 1941 Tank Company with Infanty Support $29.00
Includes 17 tanks, (2x BT7 in HQ, 15xBT7), and two infantry companies (2xMortar section, 2xCo.HQ, 6xPl.HQ,18x Infantry Squads)

Soviet 1944 Heavy Tank Regiment with Inf Support $30.00
Includes 21 tanks (JS-II), and an infantry SMG company (1xCo.HQ, 3xPl.HQ, 9x infantry Squads) and AT Co. (4x76.mm field gun)



Computer Games

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A flightsim shoot-em-up with a storyline and fantastic graphics and game play. A vast armada of Alien warships unleash a deadly assault on Earth. Taken by surprise, Earth's forces are crushed and only a small squadron of experimental fighters remain. The only chance for survival lies with you and a band of crack fighter pilots. Counterattacking from the orbital space carrier OMAHA, use all of your piloting skills to drive the alien invaders out of Earth's cities, past the Moon, and back through the mysterious JumpGate from which they came. Over fifteen exciting missions. Landscapes include valleys, mountains, skyscrapers, etc. *IBM Requires: Win'95, CD-ROM, 486/66, SVGA, 8megRAM, Soundcard.*

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Commanding your party of warriors, you'll enter the most intelligent and realistic role playing world ever created. Featuring an all new version of the interface that defined point and click and a gaming world that seems truly alive, DMII is the ultimate quest of magic, dungeons, and monsters. All the creatures and characters think for themselves and react to your actions. Amazing special effects, lightning, rain, torch lit dungeon walls, above and below ground exploration, with villages, temples, forests. Real time combat, traps and puzzles. *IBM Requires: 386+, 4mbRAM, hard disk, CD-ROM, VGA.*

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In *Master of Orion*, you begin the game with a single planet whose production you must exploit to build the spaceships needed for colonization of neighboroughing stars. Then, as your scientific knowledge advances, you'll start to equip your craft with more capacity and better weapons, to make them into all conquering fleets. As you extend you meet alien races, and you must decide whether to send spies to steal their technology, conquer them, or negotiate and make treaties with them. Features a vast galaxy to explore and conquer. You play can build and customize your ships with powerful new engines, missiles, bombs, shields, lasers, cloaking devices, etc. Very addictive. *UFO* is inspired by X-Files, you control XCom, an organisation formed by the world's governments to combat the ever increasing alien menace. This is a roleplaying style adventure, where you lead your team across the world battling aliens, from shooting down a UFO to researching alien technologies, to trying to save the earth. *IBM Requires: CD-ROM, VGA, 4megRAM, 486/25.*

Terror from the Deep — Microprose
Crazy Special $22.50 — **Normally $99.00**
The sequel to UFO. Its 2040 AD. Ocean liners are being sunk, ports are being attacked and unidentified alien craft are seen breaking the surface of the world's oceans. You are the commander of X-COM, attempting to develop a strategy that will save the earth from these aliens. You get to investigate deep water crash sites, sometimes among the sunken wrecks of planes and ancient cities. Undertake special underwater missions that will help you amass clues as to what the aliens are upto - their true purpose is so startling it will blow your mind. *IBM Requires: 386+, CD-ROM, 4megRAM, VGA, mouse, harddisk.*

AD&D Ultimate Fantasy — SSI
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FIve popular AD&D games all in one package - on 5 CDs.They are *Dark Sun Shattered Lands*, *Fantasy Empires* (an empire building conquest game of AD&D), *Dungeon Hack*(with a random dungeon generator), *Stronghold* (a cute game that is like a cross between Simcity and Populous), and *Unlimited Adventures* (where you design your own RPG adventures on computer.) *IBM: 386, CD-ROM, 2mbRAM.*

Space Crusade — Gremlin
Crazy Special $20.00 — **Originally $70.00**
The boardgame Space Crusade was faithfully turned into a computer game. You enlist with the Marines and enter the fiercest conflict mankind has ever faced. Aboard these silent alien hulks, the Space Marines battle to save humanity. Only the bravest return from fighting the hordes of Chaos and the mighty Dreadnought war machine. *IBM Requires 386, VGA, CD-ROM.*

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The entire world wavers on the brink of collapse. The brave knights have been summoned to journey into the land of the Bloodmarch. It is there that the most powerful Talisman known to man rests. With a non-linear storyline, a massively large role playing world to explore, online help, cinematic approach to characters, travel the realm on dragonback; days and seasons; recruit up to 24 characters; includes a free 96 page novel. *IBM Requires: 8megRAM, CD-ROM< hard disk, 486+, VGA, mouse.*

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A DOOM-style adventure game straight off the pages of a cyberpunk comic book. You are a 21st century superhero entrusted with the unearthly darklight gem. To master its powers, you must dive into battle against the evils of Necrom, Master of the Darklight. You drive tanks, pilot aircars; you have fourteen killer weapons and 8 devastating superpowers; with stereo digital effects and full speech. *IBM Requires: 486/66, 8megRAM, CD-ROM, hard disk.*

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Crazy Special $40.00 — **Worth $350.00+**
This boxed set contains five complete wargames on CD-ROM. They are *Fighter Wing*, a modern day flight sim of a jet fighter; *Starship*, you purchase a starship at the close of a galactic war and head off to set up a profitable starship business; *Harpoon Classic*, modern naval combat wargame; *No Greater Glory*, the most complete re-enactment of the American Civil War; and *Pacific Islands*, the Renegade Soviets and North Koreans invade the Pacific, and your US tank platoon is the only unit that can stop them. *IBM Requires: 386+, 4megRAM, VGA, CD-ROM, hard disk.*

Close Outs

The following items are either overstocks or have been dropped either by us or by the manufacturer. As a result, we are offering all of these items very cheaply indeed. Most titles are described elsewhere in the catalog.

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CPG02744	Doom II Hell on Earth (Full version - IBM)	$15.00
CPG03468	Elite Plus (IBM)	$4.00
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FAS1001	CityTech Plastic Mechs,(8)	$4.00
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JED200	Basic Training Introductory Wargame	$0.50
JED201	Beginners Guide to Strategy Gaming	$1.00
JED300	White Metal: Miniatures Guide	$1.00
CAMP34	Osprey Campaign Book: Poltava 1709	$7.00
PAL823	Rifts Index and Adventures	$9.00
Grab Pack of 10 differentRole Playing Magazines		$20.00
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TSR2425	The Outcast Dark Sun Novel	$3.00
TSR2430	Forest Maker Dark Sun module	$6.00
TSR2433	Dark Sun Monstrous Compendium II	$5.00
TSR2501	Mystara Monstrous Compendium	$5.00
TSR9477	Van Richten's Guide to Fiends	$7.00
TSR9500	Savage Baronies	$5.00
GAM0120	Old 3rd Ed Warhammer Fantasy Battles	$50.00
WIZ	Grab Pack of 3 Magic the Gathering Novels	$9.00

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CAMP7 ALEXANDER 334-323 BC A gripping account of the brilliant campaigns of a young man who conquered the entire known world before he reached 30 years of age. The book details tactics, troop types, and battles. **$27.95**

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WAR5 ANGLO-SAXON THEGN The Saxons slowly conquered much of Britain from the celts and picts, slowly replacing the Romano-British society with their own. The saxon warriors, the thegn, became the rulers of much of Britain, and battled furiously with the Vikings, being finally overcome by the Normans at Hastings in 1066. **$24.95**

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MONT JUSTINIAN'S WARS This is one of the best written and most engrossing books of ancient combat I've seen to date. It focuses on the wars between Eastern Roman (early Byzantine) forces and the Vandals in Africa, the Goths in Italy in three phases, the Franks in Italy, and the Visigoths. Brilliant. $30.00

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Middle Ages

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Gun Powder Era

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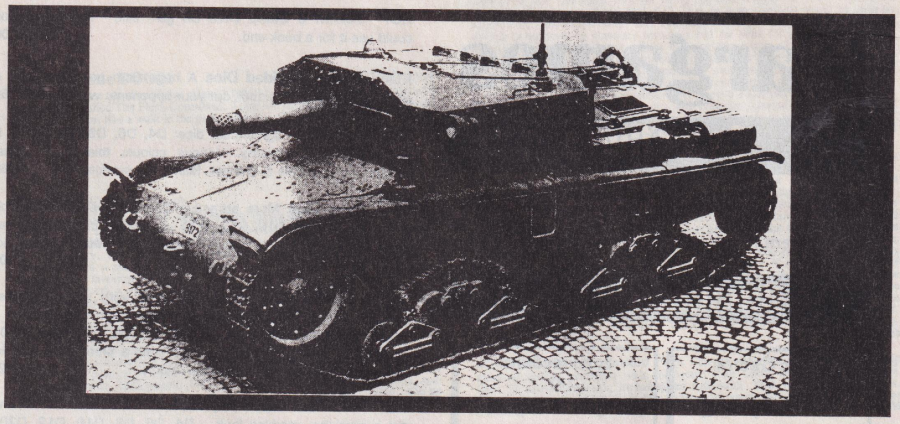

WWI, WWII, & Modern

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Wargames

Color Code

■ New Item Now Available and in Stock

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Complexity Key

Basic Games * (Introductory Level)	**Intermediate** ** (Still good for beginners)
Advanced Games *** (Veteran gamers only)	**Master Games** **** (Too many rules)

Solitaire Suitability

Totally Unsuitable For Solitaire Play #	**Fairly Suitable For Solitaire Play** ##
Highly Suitable For Solitaire Play ###	**Can Only Be Played Solitaire** ####

Company Codes

ADG	Australian Design Group	AH	Avalon Hill
COA	Clash of Arms	COM	Command Mag (XTR)
FAS	FASA Corp.	GAM	Games Workshop
GDW	Game Designers Wrkshp	GMT	Not Get More Tanks!
GRD	Games Research&Design	IRO	Iron Crown Enterprises
JED	Jedko Games	MB	Milton Bradley Games
SDI	Simulation Design Inc.	STE	Steve Jackson Games
S&T	S & T Magazine	SUP	Supremacy Games
TAS	Task Force Games	TGI	The Gamers Inc
VIC	Victory Games	3W	World Wide Wargames
WES	West End Games	WIZ	Wizards of the Coast

Beginner's Games

JED **Basic Training**
An ideal starting point for players new to the hobby. This 8 page primer will teach you the basics of wargaming - sequence of play, movement, combat, stacking, and the combat differential. All the rules are carefully illustrated with examples, as well as a complete sample game replay to showcase strategy options. With a small wargame set in the jungles of New Guinea where Japanese forces are marching towards Gona. $1.00

JED **Beginner's Guide to Strategy Gaming** */##
A more comprehensive 55 page introductory book with various chapters dealing with rules terminology & counter symbology, notes on solitaire play and computers, multi-player grand strategy games, naval games, the principles of war for wargamers, a review of recommended games, plus a mini wargame of the Battle for Moscow in 1941, with 39 counters and 3 pages of rules (which include zones of control and weather effects.) $3.00

JED **Field Marshall** */###
A good wargame for novice players. A well balanced hypothetical conflict where each player's battlefield control is hindered or helped by 32 Situation Cards (representing a higher command). The full spectrum of a WWII air-land battle is featured; with marine, airborne, armour, infantry, artillery and aircraft assets included in the 196 counters. Contains three 8"x22" mapboards. The game includes simple and advanced rules, perfect for experience progression. $20.00

Accessories

KOP **5mm Little 'Uns 6 Sided Opaque Dice** Opaque, tiny little 5mm 6 sided dice in assorted colors, with spots for numbers. Perfect for games where you need to throw buckets of dice, eg, Warhammer Fantasy or 40K. $0.20

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JED **Poly Dice** High-impact dice: D4, D6, D8, D10, D12 & D20 sided configurations. Various colours (black, red, blue, yellow, green, purple & orange). Bland, but serviceable. $0.65

JED **Gem Dice** More attractive & expensive than the Poly Dice: D4, D6, D8, D10, D12, D20 - in several colors. You may state a preference, but we will supply at random if color not available. $1.00

JED **Sparkle Dice** Clear gem dice with some coloured sprinkles inside, grizzled wargamer types might think they're a little gay, but the kids love `em. D4, D6, D8, D10, D12, D20 - available in several colors. You may state a preference, but we will supply at random if color not available. $1.25

JED **Pearl Dice** Yuppie poly dice with a bit of polish - they've got a pearl-like, marbled look. . D4, D6, D8, D10, D12, D20 - available in several colors. You may state a preference, but we will supply at random if color not available. $1.25

KOP **Glow In The Dark 7 Dice Set** For those who love night missions and want to add a little atmosphere by playing in the real dark - these dice are for you. A glow in the dark D4, D6, D8, D10, D12, & D20. $12.95

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KOP **30 Sided Opaque Dice** A large 30 sided opaque dice, in assorted colors. $4.95

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KOP **100 Sided Dice** The perfect percentile dice, this dice actually has 100 faces - though you'll have to wait half an hour for it to stop rolling. $13.00

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KOP **Bone Dice 18mm 6 Sided** 6 sided 18mm dice the color of bone and shaped like your knuckles. Look cute and roll very well. $2.95

KOP **Opaque Round Dice 6 Sided** What? How can you have a round dice? Well, each dice is perfectly round, and has spots from 1 to 6. And inside the dice is a small metal ball that falls into slots beneath the numbers. So although the dice rolls for a while, it always comes up with one number. Cute! In several colors. $2.75

KOP **Neon Round Dice 6 Sided** Another round dice the same as above, except this one also glows in the dark. Shame we ain't got glow in the dark screens or miniatures! $2.75

CHX **Elemental Dice** These are stunning speckled dice that represent each of the four elements. The four types are *Air Elementals, Sea Elementals, Fire Elementals, Earth Elementals.* Each set contains 7 dice, a D4, D6, D8, D10, D12, D20 and DTens10s (10 sides showing 10, 20, 30 etc.) $12.95 each

CHX **Speckled Dice** These are stunning speckled dice like the *Elemental Dice.* The colors availabe are: Jungle Camoflage, Strawberry, Blueberry, Lemon, Mint, Tangerine, Cinnamon, Icing, Chocolate, Candy Corn, Valentines, Space, Granite, Sand, Volcanic, Sea, Sea Foam, Barracuda, Hurricane, Coral Reef, Forest. All have 7 dice, a D4, D6, D8, D10, D12, D20, DTens10s. $12.95 each

CHX **22mm D6 Speckled Dice (3)** These are the same style of speckled dice as the Elemental dice, except bigger! Each set includes 3 of the same type of speckled 22mm D6 dice. Colors are: Desert, Jungle, Water, Fire, Sun and Earth. $7.00

CHX **36mm D6 Speckled Dice** These are the same style of speckled dice as the Elemental dice, except bigger! You get one large 36mm D6 dice. Colors are: Air, Fire, Earth, Water, Jungle and Desert. $11.00

KOP **Small Dice Bag** A cloth dice bag 4" by 5" in size. Several different colors. $4.00

KOP **Large Dice Bag** A cloth dice bag 6" x 9" in size. Several different colors. $8.00

KOP **Middle Sized Suede Dice Bag** A suede dice bag 6" x 7" in size. Just suede color. $11.00

KOP **Large Suede Dice Bag** A suede dice bag 7" x 8" in size. Just suede color. $14.00

AH **Avalon Hill Counter Tray** A clear plastic counter tray with lid and dice-wells for forgetful gamers! $5.00

ARM **Hex Pad**
Pad of 50 pages, each with half inch hexes on one side & quater inch hexes on the other. $5.00

JED **Counter Sheets** 896 half-inch card counters in the following colours: pale green, light blue, pink & gray. $10.00

WEL **Magtags - Adhesive Magnets (100 x 4cm x 2cm)**
Having trouble trying to carry your miniatures around without them bouncing around? Well, here's the best answer possible. Each sheet of MagTags has 100 sticky, flat magnets, which you can peel off and stick underneath your miniatures, whether an element of figures used in DMB and the like, or a single fantasy or sci-fi figure. If the 4cm x 2cm size is not what you need, it cuts easily with a Stanley knife or even a razor blade. Then buy yourself a metal tool box and just place the figures mounted on MagTags in the box, and they stick! (Note, large, heavy figures like metal mechs or monsters which have a small base diameter would not suit this method.) A figure like a Citadel mounted figure may require one and a half magnets. $8.00

JED **Thick Figure-Basing Cardboard** We have perfect cardboard for basing your figures on, especially for DBM and non-Citadel figures that do not come with a base. The cardboard is 2mm thick, with a textured black surface on one side, which is perfect if you need to put some form of modelling clay down before you stick on the figures. The cardboard is two feet wide and almost two feet long. (Actually, the cardboard is old Russian Campaign mapboards!) $5.00

Ancient Era

3W **Barbarians 70 BC - 260 AD** **/###
A huge strategical game with 4 full sized maps covering the entire northern frontier of the Roman Empire, from the Rhine and Danube to the Black Sea. 1,000 counters represent legions, cohorts and auxiliaries for the Romans, warbands and mobs for the barbarians, including Sarmatians, Gauls, Vandals, and Goths. Great leaders such as Caesar, Trajan, Germanicus are repsented. There are markers for burned villages, fleets, concealed movement, sieges, dummies, siege towers, bridges, & 18 tactical combat counters. There are 32 scenarios, but perhaps the most appealing is the Free Set-up scenario which begins in 100 AD, where you plan from scratch a strategy for imperial expansion, using an army of 16+ legions. But come the 3rd Century, it will be hard stopping those Goths and Vandals. $80.00

AH **Britannia** */#
A 3 to 5 player (but best with 4) game that covers 1000 years of British history where tenacious English tribes had to compete for real eastate against the Romans, Angles, Saxons, Jutes, Scots, Picts, Irish, Danes, Norsemen, and more! Players control several nations (not all of `em are in play at once), each of which must score as many victory points as possible before history kicks `em out of existence. At the end of 16 turns the player with the most points wins - this makes for a very entertaining fast `n' furious contest between belligerents. With 256 counters and a 22"x24" mapboard. $55.00

AH **Civilization** */#
2 to 9 players lead fledgling empires along the path of political, economic & cultural domination during the dawn of civilization (8000 to 250BC). This classic game requires no dice, yet it wallows in non-violent interaction. Although conflicts do occur, victory cannot be achieved by military means alone. Synopsis: players direct population growth & build cities which in turn attract commerce, this trade b/n empires fosters social & technological growth. $85.00

→ **Advanced Civilization**
Box set containing a 48-page rulebook & gamer's guide, additional civilization (8 new) & commodity cards, 4 new calamities, a card credit-sheet, plus rules for evening time limits, eight-player games, pillage, enhanced card attributes, and simplified trading! $65.00

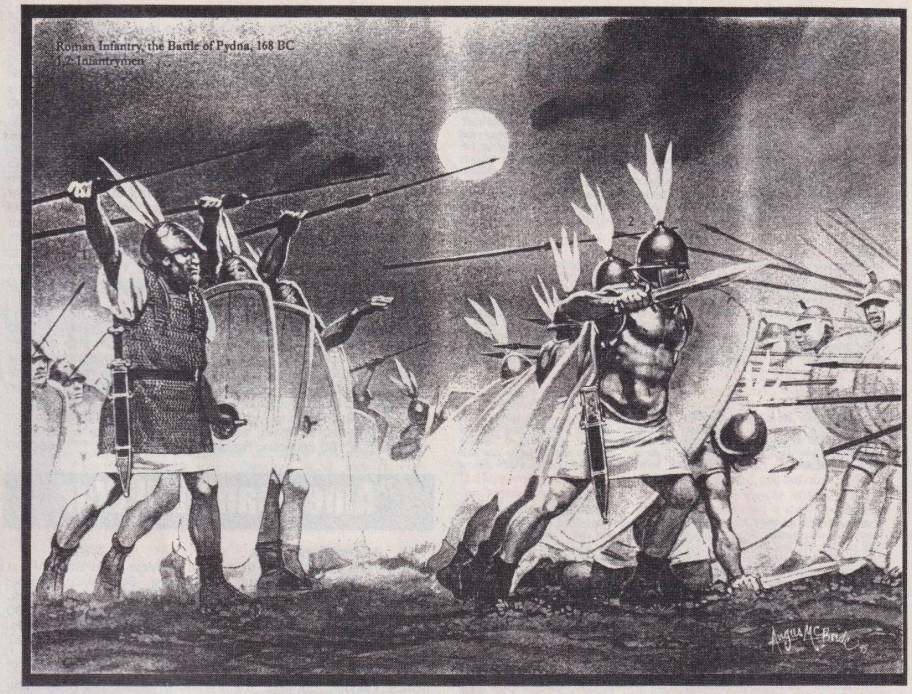
→ **Trade Cards**
50 extra cards as included in the original game. $10.00

→ **Western Expansion Map**
22"x11" mapsheet extension & African/Iberian AST. $16.00

GMT **Great Battles of Alexander Deluxe** ***/##
After the graphics revolution brought about by SPQR, GMT has been besieged by requests to update the game's graphics. After two years of work, they have created not just a graphic update, but a completely new look at Alexander's battles. Every single component in this Deluxe Edition has been updated or changed. Now has ten battles, with Granicus 334BC, Issus 333BC, Chaeronea, Arbela-Guagamela 331BC, Lyginus, Pelium, Arigaeum, Samarkand, Jaxertes.. With 720 SPQR style counters, 3 back printed map sheets, etc.. Quite suitable for solitaire play. The mechanics include the gradual loss of a unit's cohesion, historic leader initiative, combat momentum, `trumping' enemy leader's orders, chariots, elephants, skirmishers, and more. Ancients gamer's delight! $90.00

→ **Diadochoi** Allows players to fight some of the most vicious clashes of the post-Alexander era, from 323 to 281 BC. With 240 new counters (lots of elephants!), rules, scenarios. Battles included are Antigonus vs Eumenes 317BC at Paraitacene, Antigonus vs Eumenes at Gabiene, 316BC with lots of elephants on both sides, Demetrius vs Ptolemy 312 BC at Gaza, and Antigonus vs Seleucus 301 BC, at Ipsus. $30.00

AH **Hannibal: Rome vs Carthage** **/#
A strategy game that lets you experience the excitement and events of Hannibal's march across the Alps and his subsequent 18 year campaign against Rome. If you play Hannibal, you have a leader who outshines all others, as he leads his army of elephants and mercenaries. If you play Rome, you have massive reserves of manpower, but you will have to wait until later in the war to get good generals such as Fabius Maximus and Scipio Africanus. Your battlefield includes Spain, Africa, Italy, Gaul, Sardinia and Sicily. Can you succeed where Hannibal failed? Includes 2 decks of cards which bring out events and personalities of the period. Over 100 cards, mounted 22x32" mapboard, 132 political marker counters, 64 units & generals counters, etc. $80.00



AH **History of the World** */#
A beautifully designed and presented game which traces the progress of mankind from the dawn of civilization to the threshold of modern times. Starting 5,000 years with the ancient Sumerians, a succession of 49 empires rise and fall with the rapid passing of the centuries. Players receive multiple offers of abandonning their own empire and taking over the control of a new empire that arises, so they never have to stop playing. 2 to 6 can play, and every corner of the Earth is included, from the Minoans of Crete to China's Chou Dynasty, from Alexander the Great to the Mongols, Aztecs, Huns, Romans, Zulus, Vikings, Napoleon, etc. A great game. 48 Empire cards, 64 event cards, four counter sheets, 32" x 22" mounted mapboard, etc. **$80.00**

GMT **Julius Caesar** ***/###
Volume 4 in the Great Battles of History series. 960 stunning counters giving each type of fighting unit of pre-Imperial, or Marian Rome, 3 double sided maps, 30 legions using the Marian cohort system, with each cohort rated either veteran, recruit, or conscript. Every major battle of the Roman Civil War is covered, including Pompey, Marc Anthony, Julius Caesar, etc. There are special assault rules for fortified camps. Battles include Pharsalus in Thessaly, between Caesar and Pompey, with Caesar's cavalry outnumbered 7 to 1. Munda in Spain, Pompey with 13 legions against Caesar's crack 8 legions. Thapsus in Africa, with Scipio & a Numidian ally against Caesar, etc! **$90.00**

➔ **Dictator: Julius Caesar Module # 1**
Rules, scenarios, & a new full color counter sheet, allowing two new battles to be fought: Vercellae in 101BC with Consul Marius against the Cimbri under King Boerix; & Chaeronea in 86BC,, Consul Sulla against Archelaeus. **$30.00**

AH **Kingmaker** **/##
Popular 2-6 player game of the chaotic War of the Roses: 1450-85. The throne of England, and the power it holds, is the ultimate goal, as nobles vie for the duplicity of seven scattered royals. Features sieges, feudal politics, peasant revolts, pirates, Parlimentary titles, plague, Scottish raids, and a distinct lack of mediaeval chivalry! This game is rife with bold military Orinkman-ship, uneasy alliances & devious conspiracies. 23"x21" mapboard, 90 Event & 80 Crown Cards (real estate & troop assets plus titles), and 125 force & noble markers. **$55.00**

GMT **Lion of the North: 1631** ***/##
A game of the high renaissance using the superb system and unequalled graphics of the GMT SPQR system. Gustavus II Adolphus, the King of Sweden and Lion of the North, introduced Modern Warfare to the world, using rapid-firing artillery, fast-moving infantry, and hard-charging cavalry. Includes Smoothbore Fire Table, 480 counters, three maps, new extensive cavalry rules, artillery barrages, new shock rules to simulate the combined power of shot & pike. The two battles are Breitenfeld, in 1631, where the virtually undefeated Catholic army of the Hapsburg emperor and his allied Germans took on the army of Adolphus. And Lutzen, 1632, where an exhausted Swedish army was forced to attack a re-vamped Imperialist army. **$60.00**

AH **Machiavelli** **/#
A grand strategy game of power politics set in Renaissance Italy during the late 15th and early 16th centuries. Can you, as a leader of a major state or neighboring country, expand your influence over the Italian Peninsula and bring it under your control? Or will a smiling ally defeat your most careful plans by a treacherous stab in the back. The game is built upon the elegantly simple system and mechanics of *Diplomacy*, but also adds sieges, bribes, garrisons, finances, rebellions, assassinations, and natural disasters such as the plague and famine. (The last two are the only two chance elements in the game.) Powers included are Milan, Venice, Florence, the Papal States, France, Austria, Ottoman Turkish Empire. Mounted 22" x 32" mapboard, 520 counters, **$70.00**

AH **Maharaha** **/#
A 3 to 5 player game of 3000+ years of Indian History beginning with the Aryan invasions from the north and ending with the unification under British rule. In this sister game of *Britannia*, each player controls several nationalities. Nations gain Victory Points in various ways - such as occupying specified areas of the map at specified times, eliminating the pieces of other nations and for having your leader proclaimed the Great King of India. Nations acquire additional armies through natural population increase and reinforcements. Game mechanics are simple, allowing players to concentrate on fast moving game play. Includes 2 sheets of counters, a stunning 22"x24" mounted mapboard, rules, historical notes, 17 victory point cards, 35c. **$65.00**

AH **New World** */#
2 to 6 European Imperial powers of the 15th to 18th centuries explore, conquer & ultimately colonise the Americas. Players must build fleets to transport people to the New World, & to bring back its resources - unless storms or pirates intervene. Once ashore colonists can raise crops, mine for gold, or push on to new lands, in the process incurring the wrath of the original inhabitants, & facing the unavoidable dangers of climatic attrition. Soldiers must protect territory from subsequent native uprisings, & incursions (polite word for war) by foreign powers intent on plunder. **$45.00**

VIC **Peloponnesian War** **/###
Recreates 28 years of war between the Athenian Empire and the Spartan Coalition, beginning in 431BC. Suitable for solitaire (a successful solitaire player must eventually change allegiances to try and recover the losing side's fortunes!) or group (up to 7 people) play. With 4 scenarios, 200 counters and a 22"x34" map. Mechanics include rebellion, tributes, historic personages, naval warfare, sieges, hostages, bellicosity levels, etc. **$75.00**

AH **Republic Of Rome** ***/###
An enjoyable, deceptively engrossing card `n' counter game for 3 to 5 history buffs (a touch of megalomania helps!), each representing a faction of influential Senators vying for the Consul-ship of Rome. Players ruthlessly compete for peer influence & plebeian popularity, using means both fair & foul to achieve prominence. These unscrupulous cliques must also cooperate somewhat to ensure that Rome doesn't succumb to military conquest, or to restless mobs; but with 250 years of Roman Republic history to play with, that's not going to be easy! Great fun, and educational too, however I pity the poor sod who has to read the rulebook first! **$85.00**

GMT **Samurai** ***/###
Fifth game in the SPQR series. This game covers all the major battles of the Sengoku Jidai, the Age of Warring Daimyos, in the 16th Century. There is a revamped command system that simulates the clan oriented levels of leadership, plus simplified shock and fire mechanics. Includes counters of individual samurai who can challenge opponents to collect honor, and if you ignore the challenge you can lose honor and be forced to commit seppuku. Battles include burning castles, thunderstorms, volley-firing musketeers, & are: Okehazama, Anegawa, Kawanakajima, Mikita-ga-Hara, Nagashino and Sekigahara. 850 counters, two backprinted 22x34" maps, rules, scenarios, etc. **$90.00**

GAM **Samurai Card Game** **/#
Become a samurai warrior, surrounded by the intrigue, honor and treachery of the Sengoku period (1467-1568). Each samurai seeks to gain honor by serving a feudal warlord, his daimyo. Should he follow the honorable paths of loyalty and swordsmanship, or the dishonorable but powerful way of treacherous ninjas and gunpowder weapons? Each game is a unique test of strategy. The player with the most honor points wins. For 3 - 6 players, ages 10+. With simple rulebook, score counter, 6 dice with clan emblems on each face, two decks of cards with stunning art. **$39.95**

3W **Six Against Rome** */##
A game of strategic maneuver played on a point-to-point movement map of the Italian Peninsula. Players compete to control vital centres of production and manpower, and to plant colonies at strategic points. Includes leadership, sieges, interception, mobilization, and burning and looting. Units include heavy and light infantry, cavalry and elephants. Tactical battles are resolved on a smaller tactical map. Six scenarios include the Romans against the Gauls, the Samnites, Pyrrhus, Carthage, the Goths, and a hypothetical invasion by Alexander. 400 counters, 2 sided map. **$60.00**

GMT **SPQR - The Roman Art Of War** **/###
Features Cannae: 8 Roman double-legions get thrashed by a motley army half their size led by Hannibal. Beneventum: Greek mercenary Pyrrhus leads a night attack on a Roman camp, includes elephants & scorpiones. Zama: Scipio & two crack consular armies take on Hannibal's undefeated Carthaginians. Cynoscephalae: a classic legion vs. phalanx battle fought between Rome & Macedon on a rocky ridge shrouded in fog! Bagradas Plains: the Carthaginians hire a Spartan general to try and kick Roman arse in the 1st Punic War. Uses the excellent mechanics from Great Battles of Alexander, with expanded rules for line commands, elite leaders, cavalry pursuit & war elephants. Includes 2 double-sided 34"x22" maps (70 yards per hex) & 800 beaut counters. Has high solitaire suitability. **$85.00**
➔ **War Elephant 2nd Ed** It's back! You must have this module in order to play the other three SPQR modules, Consul for Rome, Pyrrhic Victory, and Africanus. Has 400 counters to cover the period 217 - 190 BC. Two famous battles are covered: Raphia 217 BC, where Antiochus the Great invaded Egypt intent on crushing Ptolemy, resulting in a huge battle of pike phalanxes; and Magnesia 190 BC, where Antiochus got whooped good and proper by the Romans. **$30.00**
➔ **Consul For Rome** A double sided map, errata and 12 page rules, that covers two battles. Trebbia, 218 BC, the first major battle of the Second Punic War, between Hannibal and Consol Sempronius leading the Roman legions. The 2nd is Metaurus, 207 BC, where Rome sealed Carthage's doom. **$30.00**
➔ **Pyrrhic Victory** Two more battles. First is Heraclea, 280 BC, where Pyrrhus of Epirus used elephants against Republican Rome (who had never seen them before). The other is Asculum in 279 BC, the result being Pyrrhus saying "If we defeat te Romans in one such more battle, we shall be totally ruined!" Two large maps and rules/scenario booklet. **$30.00**
➔ **Africanus** Supplement for SPQR with two battles: Baecula in Spain, 208 BC, Scipio against Hasdrubal; and the Battle of Ilipa in Spain 206 BC, with Scipio against Hasdrubal and Mago Barca. Includes a counter, sheet, maps, and scenario book. **$30.00**

COA **The King's War** **/##
A two player operational simulation of the English Civil War. Forces are represented by regiments of Foot (1000 men) and of Horse (700 men) while the personalities of the time are represented by their own counters. Each leader has their own individual rating, which influences all aspects of game play. The map is of all England and Wales. Each player maneuvers his forces and attempts to defeat his opponent by controlling his strategically important recruiting areas while at the same time denying the enemy access to his own. With seven scenarios and the Grand Campaign. 500 counters, Covers walled towns, fortresses, sieges, regional politics, weather, the clubmen, revolts, recruitment, Scottish intervention, etc. 22x34" map, player aid maps, charts, rules. **$60.00**

COA **Zorndorf** ***/##
It is 1758, and a turning point in the Seven Years War. For the first time Austrian, Swedish and Russian forces posed a threat to the heartland of Prussia. On 25th August, near the village of Zorndorf, 43,000 Russians and 36,000 Prussians fought one of the most savage battles of the war. For nearly 10 hours they hammered each other, but neither would yield, although the Russians suffered 50% and the Prussians 33% casualties. With rules, 3 22x34" maps, over 200 counters, lots of scenarios, and historical commentary. **$50.00**

Napoleonic Era

MAY **1856 Railroad Building in Canada** **/#
OK, this is not a wargame, but it does fit into this time period, so this is where I decided to stick it. This game is a top quality production from Mayfair games, using the superb Avalon Hill 1830 gaming engine. Fortunately, the rules are much easier to read, and includes a fast play booklet as well. The game starts in1856, in Upper Canada, and runs to the present day. Players start the game with play money, which they use to form railroad companies, which then build track, buy trains, and make income. Players can engage in corporate raiding, stock manipulation (there is a mapboard dedicated to the stock market), and insider trading to take advantage of their opponents and win the day. Components include 2 mounted mapboards , 26 train cards, 118 stock certificates, over 100 counters, 122 hexagonal rail-track and station tiles, play money, etc. **$85.00**

SPI **30 YEARS WAR**
An update of a very popular SPI classic. Consists of four famous battles of the Thirty Years War, during the 1700s in Europe. Lutzen, Nordlingen, Rocroi and White Mountain, each with its own map, counters and exclusive rules. The standard rules are common to all four games. 24 page rules, 2 double sided 22"x34" maps (with unit deployment printed on them), 420 double sided full color counters. Can you save the Swedish Empire in Lutzen, defeat the armies of Spain at Nordlingen, successfully besiege the French fortress of Rocroi, and overcome the Bohemians outside Prague in 1620? Low complexity and high solitaire potential. **$36.00**

COA **1807: The Eagles Turn East** **/##
1807: The Russians have abandoned Warsaw with the French in hot pursuit. Murat leads a triumphal entry into the ancient capital. Napoleon knows that he is 400 leagues from Paris and on the threshold of a hard, eastern European winter, but he must have the opposite bank of the Vistula River if the campaign to be launched in the Spring is to have its best chance of success. He orders Lannes to cross over...with 400 counters representing every major commander individually rated, brigades, diivisions, corps, artillery, regular or light cavalry, & infantry. **$75.00**

3W **Battle Of The Alma** **/###
The first major battle of the Crimean War where the Russian commander boasted he could hold his position for at least three months. The first combined British and French frontal assault on the bluffs suffered horendous losses due to leadership problems and stiffness of the Russian defenses. But the second Allied attack took the bluffs - the whole affair taking less than 12 hours. Includes 300 excellent full color counters, 2 34"x22" maps, play aid cards, etc. Highly suited to solitaire play, the chief focus of the game being leadership. **$50.00**

AH **Blackbeard** **/###
An extremely fast paced 1 to 4 player game of the high days of pirates. Medium complexity, with high solitaire capabilities. You command several historical pirates and King's Commissioners. Fast Action cards bring merchants over the horizon, or ports to be sacked or plundered. But all manners of ill fortune can get in the way, such as warships, storms, scurvy, mutiny, etc. Game includes two mounted mapboards, 16 page rulebook, 64 cards, 8 ship logs, 2 counter sheets. **$85.00**

PAC **Black & Iron** ***/##
Between 1848 and 1871Prussia, guided by Otto von Bismarck, became the dominant nation in Europe. This game shows the

campaigns which one after another shaped the might of Imperial Austria and enabled Bismarck to unite Germany into a world power under Prussia's leadership. Has easy to learn game system and scenario-specific enhancements which simulate the changing technology that shaped combat. With 600 backprinted counters, 2 full color maps, rules, and six scenarios, the first introductory one can be played within minutes of opening the box. Others are 1859 Franco-Austrian War, 1864 German-Danish War, 1866 Seven Weeks War, etc. $70.00

AH **Empires In Arms** ****/#
A richly detailed grand-strategy game of the Napoleonic Wars of 1805-1815. 2 to 7 players endure political treachery, economic hardship & war as they guide a nation thru a maze of conflicting national interests and military ambitions that characterised this bloody era. Contains 1008 counters & two 25"x35" maps. The 48 page rulebook covers suing for peace, prisoner exchange, port blockades, supply chains, force marches, foraging, sieges, trade revenue, Spanish gold, civil disorder, levies, guerrillas, and so much more! A magnificent multi-player simulation of great scope & grandeur with 5 scenarios & 4 campaigns. $80.00

AH **Enemy in Sight** */#
An exciting card game of skill and luck depicting the age of fighting sail. From the might Ships of the Line to the fast and mobile American frigates capable of making 14 knots in an open sea. Break the Line, rake the enemy's bow, set her afire and send across a boarding party to take her home as a prize. Blockades, Fire Ships, Running Aground, and Weathergauge all play a role in a constantly evolving naval battle reminiscent of Horatio Hornblower. Simple rules, 40 counters, 176 color cards, for 2 - 8 players. $40.00

COA **Kolin** **/##
In June of 1757, Frederick the Great and his highly trained army of Prussia, collides with the veteran troops of Austrian Field Marshall Von Daun. Frederick suffers his first defeat in one of the most vicious battles of the Seven Years War. Based on the popular La Bataille system, Kolin offers the first authentic treatment of battles during the Age of Reason. Special command and movement rules reflect the inflexible and difficult nature of commanding armies of the day compared to their Napoleonic decendants. WIth 420 counters, 3 34"x22" maps, standard and special rule books, charts, tables, historical commentary. $55.00

COA **La Bataille D'Espagnol - Talavera** ***/##
A simulation of the culminating battle of Wellesley's 1809 counter offensive against the French in Spain. The game is played on 4 17"x22" period maps over which a hexagonal grid has been laid. Each hex is 100 meters. There are over 700 counters, infantry being regiments or battalions, cavalry in regiments, and artillery in batteries. And ideal game for solitaire or two players. Features excellent historical commentary. $55.00

COA **La Bataille D'Albuera-Espagnol** ***/##
A simulation of the hardest fought battle of the Penninsular War. The battalions of Imperial France, pitted against a desperate coalition of Spanish, Portuguese and British troops, much rid the field of their enemies, thereby lifting the siege of Badajoz, capital of Estremadura. All of western Spain hangs in the balance. With 34x22" map, 400 counters. $55.00

COA **La Bataille de Corunna-Espagnol** ***/##
1809, January 11th. A very much worse-for-ware British army straggles into the port of La Corunna. Of the 35,000 men who had started the retreat, only 15,000 are now under arms. But what really matters to Sir John Moore as he surveys harbor, is not so much the condition of his army, but that the fleet has not yet arrived. And also, Marshal Soult is hot on his heals. Can Sir John buy enough time on the field of battle to allow his army to embark upon the ships when they arrive? With 3 scenarios, 34x44" map, 200+ colorful counters, rules, historical commentary, etc. $55.00

COA **La Bataille De Ligny** ***/##
The first of three boxed sets detailing the climatic moments of Napoleons last 100 days as Emperor. This game reproduces this epic encounter on four 34x22" period maps with nearly 1000 counters. Each hex is 100 meters. Infantry are presented in their regimental and battalion organisations. Cavalry are deployed in regiments, artillery by batteries. Distinctions are made between line, light, guard, and other elite formations. Each unit is rated individually for melee and fire combat, morale, movement and range. $70.00

COA **La Bataille de les Quatre Bras** ***/##
The second game in the Waterloo series. This reproduces that fateful afternoon on one 34x22" period map with nearly 600 counters. Marshall Ney is given command of the left wing of the Armee to pursue English troops spotted near Brussels. He launches a drive for the Belgian capital, but first must seize the all important cross roads at Quatre-Bras, knowing that somewhere in the tall rye and light woods ahead waits the Duke of Wellington and thousands of English and Allied troops. $70.00

COA **La Bataille De Mont St Jean** ***/##
This is NOT a complete game. To use it you must own both La Bataille de Ligny and La Bataille des Quatre Bras. This rather heavy boxed set contains 4 maps that cover the entire Waterloo battlefield, a thick rulebook covering the battle, including 7 scenarios and extensive historical commentary, charts and tables. Questions that can be answered by playing these scenarios and reading the commentary are: Why did Napoleon wait until midday to start the battle, why did he wait 12 hours before chasing the Prussians at Ligny, why was not Ney stopped wasting time leading unsupported cavalry charges, etc. $60.00

COA **La Bataille de Wavre** ***/##
This is NOT a complete game. You must own La Bataille de Ligny to Deluxe Mont St Jean to use it. While the Battle of Waterloo was in progress, Blucher left one corps to wait and guard the Dyle River crossing for as long as possible, while the rest of his army hastened off to help Wellington. Thielemann, commander of this Prussian corps, was about to march off and leave his post when Marshal Grouchy's corps, sent to pursue the Prussians after fleeing Ligny, happened upon them. General Vandamme organised his troops and sent them in against Wavre, and the battle was in full swing. With 2 maps, thick rulebook with 4 scenarios, historical commentary, etc. $55.00

TGI **Marengo** **/##
The Battle of Marengo, June 14th 1800, was a culmination of a sweeping plan of maneuver which carried the mark of Napoleon's brilliance. Massena defended Genoa, tying down Austrian strength and attentions, while Napoleon crossed the Alps in the Austrian rear. The Austrians under Melas turned and attacked Napoleon along the Bormida River near the village of Marengo. The battle opened with an Austrian attack, which through the course of the day saw the French army defeated and retiring - but then Desaix arrived with fresh troops, and Napoleon immediately went onto the attack, and snatched victory from the Austrians. With 280 gorgeous counters, 22"x34" map, series and game rules, four major scenarios, dice. $60.00

SPI **NAPOLEON'S FIRST BATTLES** */###
Covers four of Napoleon's earliest battles presented in easy, quick playing wargames. Game counters represent the historical regiments, brigades, and leaders which actually participated in each battle. The game system is divided into basic and advanced rules including command contro, elan/morale, and fog of war. The four battles are Montenotte against the Austrians, Arcola against the Austrians, The Pyramids where Napoleon took on the Mamelukes in Egypt, and Marengo against the Austrians again. Includes 400 two sided counters, 4 17x22"maps, etc. $36.00

SPI **NAPOLEON'S LAST BATTLES** **/###
A stunning presentation and update of a very popular SPI classic. June 1815 finds a triumphant, but beleaguered Napoleon again on the throne. Napoleon is outnumbered and virtually surrounded; his only chance to maintain the throne and the position of France is to gain a significant military victory. So Napoleon decides on an offensive designed to destroy two of his opponents and drive the English from the continent. The game includes Ligny, Quatre Bras, Wavre and La Belle Alliance. With leaders, brigade level units, campaign game and 7 scenarios. 340 counters, 24 page rules, 2 beautiful 22"x34" maps which list all unit set-up locations and reinforcements. Rules are moderate complexity with high solitaire potential. $36.00

DEC **Rebels & Redcoats Vol 1** */###
Covers four battles in the American War of Independence. The game system simply but accurately recreates the battlefield conditions with a move-fight-rally play sequence to simulate the grand tactics of the American Revolution. Additional rules cover command control, morale, artillery, light infantry and dragoons. Each battle is represented by its own units and map along with exclusive rules to recreate teh unique conditions of each battle. Famous leaders are included. Battles include Bunker Hill, Monmouth, Brandywine Germantown, etc. 440 counters, 2 22x34" maps, 16 page rules, 2 player aid cards. $36.00

DEC **Rebels & Redcoats Vol 2** */###
A complete game covering eight more battles in the American War of Independence. Rules are the same as Volume 1, and the battles include Cowpens, Guilford Court House, Eutaw Springs, Hobkirk's Hill, etc. Includes 360 counters, 2 22x34" maps, 16 pages of rules, dice, player aide cards. $36.00

PAR **Risk Deluxe** */#
Without doubt one of the most popular and famous board games, this deluxe version of the game is well worth the investment. Set in the Napoleonic era, 3 - 6 players each begin with the world equally distributed amongst themselves. Players then distribute their battalions upon those world areas they own, placing one or more battalions on each area. One battalion is a plastic infantryman, five are represented by a cavalryman, and ten are represented by a cannon. Each player is also given a secret mission card. To win, you must achieve the condition set upon the card. For example, your mission may be to eliminate yellow player, or conquer all Africa, or hold any 20 zones at one time. Combat is very simple, merely one dice thrown per battalion you have in combat in that area. With a large, colorful mounted mapboard, mission cards, land cards, 300 plastic figures. $70.00

JUM **STRATEGO** */#
One of the best mass-market wargames of all time, up there with Chess and Risk. Stratego is a two player game set in Napoleonic times. Each player has 40 plastic pieces, with one Marshall, one General, multiples of lower ranks including Majors, Sergeants, Bombs and Miners, one Spy and one Flag. Your opponent only sees the back of your pieces, only you know what they are. There is no luck involved. Each turn you move one piece. When you want to attack another piece, you each turn your piece around. The higher rank wins, and the lower rank is removed. Same ranks kill each other. The Spy is killed by anything, but he can kill the enemy Marshall. Bombs kill everything except for Miners. Your objective is to kill the enemy Flag - that's the only way to win. Sounds simple, but perfecting a strategy that protects your Flag while trying to kill the enemy Flag will take dozens of games! The game comes in several formats, as below:

Stratego Travel $25.00
A small travel version in a sturdy plastic case & click-in pieces. The ranks are numbered 10 down to 1 on the actual pieces, making combat quicker to resolve. A "10" kills a "3" for example.

Stratego Compact $30.00
A small boxed set, with small mounted 10.5" x 10.5" mapboard, plastic pieces which clip into plastic bases.

Stratego Original $50.00
This is the version I own. A 19" x 19" mounted mapboard and 3D plastic pieces of little castles with the soldier's picture.

Stratego 4
There have been a lot of people waiting for the release of this one! This is four or three player Stratego - and with a few changes! The mounted mapboard has two sides - one for 3 players and one for 4. The 3D plastic pieces have the numbered soldier's rank inside them, so enemy on your flanks can't see the rank.You have 20 pieces each. There is a two level plastic fortress in the centre of the board, and you must carry your flag to the top of the fortress - and keep it there - to win. Other players can capture your flag and carry it away too. Any piece can carry the plsatic flag. Cannons (you have two) can be fired only once each, with of range of 3 squares and a clear line of sight - but whatever they shoot at dies. The new rank of Captain can move 2 squares, like Scouts. You also have a "Promotion Card". After you have recorded 6 kills of enemy pieces, you can get back one of your losses. With a 19" x 19" double sided mounted mapboard, 80 3D plastic pieces, 4 plastic flags, plastic fortress.

GMT **The Battles of Waterloo** **/##
Modern warfare's most famous battle. Do you try to take Hougomont? Where and when do you commit the reserves? And what do you do with the Prussians? The game features the most stunning Napoleonic counters I have seen, and features five scenarios: Quatre Bras where Ney tried to sieze the crossroads; Ligny, where the Prussians received a licking from Napoleon; June 16, where as the French you must fight both Ligny and Quatre Bras at the same time; Wavre, where the Prussians must hold out against Grouchy; and June 18, covering the Battle of Mont St-Jean plus the battle of Wavre. Features rules with a historical flavour, 480 counters, 3 double printed maps. $80.00

AH **War & Peace** **/##
In 1804 Napoleon Bonaparte was made Emperor of France by self-coronation, in blatant dis-regard to the sanctity of divine right and noble birth. Incensed by this outrageous affront to the legitimacy of their royalist goverments, the European monarchies branded Bonaparte an outlaw and plunged the continent into a decade of war. This epic conflict is recreated in nine moderate-complexity campaign scenarios plus a multiplayer 1805 to 1815 Grand Campaign! Components includes a 44"x16" mapboard (40 miles per hex) and 1040 counters (representing fleets, leaders & armies of infantry, cavalry, militia or elite guards) featuring France, England, Austria, Prussia, Russia & Spain, plus 19 minor allies. $60.00

AH **We the People** */#
An entry level game following the history of the American Revolution, which uses a system of cards that allows players to both move their armies and employ political warfare to obtain their goals. A player wins by judicious control of the events that shaped the revolution, while pursuing the objective of control over the colonies. As Washington you lead the fledgling forces of the Continental Army, given clandestine French aid. As the British Crown, you field your famous Regulars, aided by a powerful fleet. 16" x 22" mounted mapboard, 150+ cards, 132 counters, play aids, etc. $85.00

AH **Wooden Ships & Iron Men** **/#
An excellent tactical simulator of naval warfare from 1776 to 1815 - where two players can partake in a single ship duel, or multi-players can slug it out in a complex fleet engagement. The mechanics utilise ship logs & simultaneous hidden movement to superbly recreate the spontaneity & unpredictability of ship to ship combat. Rules include fire ships, fouling, grapp-ling, toppling sails, boarding, drifting, collisions, ammunition types, raking, weather effects, shallows, etc. With 27 scenarios, a 22"x28" mapboard & 180 counters. Recommended! $60.00

American Civil War

VIC **Across Five Aprils** */###
Uses simple, quickly flowing rules to recreate the battles of 1st Bull Run, Pea Ridge, Shiloh, Gettysburg, Bentonville. Smaller battles can be played in one hour; larger ones taking 3 - 4 hours. Very high solitaire suitability. Each turn represents 45 - 90 minutes, and each counter is a brigade. Each hex is 300 yards. 252 counters, 3 22" x 34" maps. $75.00

TGI **April's Harvest** **/###
April's Harvest portrays the surprised Union army and the Confederate drive through the Union camps. Later, the Union player will cross his fingers that the variable entry of Buell's Army of Ohio happens sooner than later. After avoid (hopefully) disaster, the Union player will be in a position to dish it out as the battle enters its 2nd day. Rules recreate fast, furious action, fog of war, detailed morale, & 280 counters, 4 major scenarios, stunning 22x34" map, etc. $60.00

COA **Autumn of Glory** **/##
A two player operational simulation of the Union campaign of 1863 that resulted in the capture of Chattangoonga. This event provoked the Confederate high command into taking the offensive, culminating in the shattering battle of Chickamauga. Players assume the roles of Rosecrans and Bragg. The strong union forces begin poised to sweep the board but their final objectives are geographically separated. The weak Confederate forces must remain flexible and hang on until help arrives. And how much help is coming is anyone's guess. Units during the game remain inverted on the map until combat occurs. With a 22"x34" map, 240 counters, two rulebooks, etc. $40.00

COM17 **Gettysburg - Lee'S Greatest Gamble** **/##
July 1863: Lee's Army of Northern Virgina, seeking to win a decisive battle and thus change the course of the war, slugs it out with Meade's Army of the Potomac. This is game/magazine Command issue 17, and features 190 counters (brigade scale) and a 34"x22" map (half-mile per hex). Nice graphics and clean mechanics - good for a quiet evening. Command Magazine # 17 contains the following articles: Gettysberg, The Next Japanese-American War, Poland `39, New Light on the Iranian Hostage Rescue Mission, and various regular departments. 80 pages in all, with superb graphics. $15.00

AH **Geronimo** **/#
This game actually looks pretty good. As Indian player your troops include the finest light cavalry the world has known: Apache, Sioux, Kiowa, Cheyene, Commanche, Blackfoot, Arrapaho, etc. Arrayed against this fierce cast are the technological gains borne of the American Civil War which brought opportunity followed by defeat. Against artillery, gatling guns, the telegraph, and Springfield Rifles, the Indians had no defense. Add the effects of Smallpox, Federales, Texas Rangers, tribal wars, and corrupt Indian agents, you begin to understand why Native Americans refer to the forty year period of 1850 to 1890 as the Trail of Tears. Players also change sides throughout the game to experience both the thrill of empire building and the agony of inevitable defeat. Mounted mapboard, 3 counter sheets, over eighty game cards, reference charts. $75.00

GMT **Glory** */###
This is the first game in GMT's *Gameplayers* series. It covers three battles, First Manassas, Second Manassa and Chickamauga. The game system combines sophistication with ease of accessibility - the rules are less than 8 pages long, with almost no charts. There are 3 optional playing methods that allow you to shorten playing time; the scenario booklet includes unit deployment, very few optional rules, and specific victory conditions; high suited to solitaire play, and all battles occur on single maps. 400 counters, 2 x 22"x34" maps. $70.00

AH **Here Come the Rebels** **/##
The 2nd game to use the rules in STONEWALL JACKSON'S WAY. This game is a two week campaign where the Confederate player is attempting to secure Maryland, and the Union player is trying to stop him. There are also several scenarios focusing upon various engagements in the campaign. $60.00

COA **Lees Takes Command** **/##
A two player simulation of the Seven Days Campaign of 1862 that broke McClellan's siege of Richmond. This event shattered Union hopes of ending the war quickly and gave birth to the legend of Lee and his invinsible Army of Northern Virginia. Union forces begin the game poised to conduct the final assault on Richmond but their units are geographically separated and McCellan is a fumbler. Powerful Confederate forces are massing on the Union right flank. Includes a 22"x34" map, 240 counters, two rulebooks, player aid cards. $37.00

AH **Roads to Gettysburg** **/##
Part three in the Great Campaigns of the American Civil War series, this game covers Lee's invasion of Pennsylvania, June - July 1863. As Lee you have to make Pennsylvania feel the hard impact of war, a decisive military victory on northern soil in the

summer of 1863 could bring the war to an end and gain independence for the Confederate States of America. As the Union General Meade, you have to catch this army and crush it to end the war. By the time this Gettysburg campaign is over, some 50,000 men will die. Contains easy to learn rules and several scenarios that can be played in an hour. Beautiful maps are based on maps of the day, and there are 520 counters, 2 22" x 32" mapsheets, ammunition pad, counter tray, & several display cards. Game play includes a command radius, various types of actions, unit activation, etc. **$75.00**

AH **Stonewall in the Valley** **/##
The full campaign in the Shenandoah from March to June 1862. Stonewall's tiny Valley Army is confronted by three Union armies. In six weeks he out-maneuvres all three, taking them on individually, defeating them all and sending them fleeing from the Confederate's bread basket. With three beautifully hand painted maps based on Civil War originals, with roads, pikes, trails, railroads, villages, mountains, and waterways. Each of the many scenarios are unpredictable and can turn any way. With 2 counter sheets, rules, charts, counter tray, etc. **$70.00**

AH **Stonewall Jackson's Way** **/###
Covers the second battle of Bull Run in central Virginia during 1862, wherein ``good ol' boys'' Longstreet, Robert E. Lee and Mr. Stonewall himself gained such notoriety in the North for their adroit leadership. Features two absolutely stunning 32''x22'' mapsheets (2000 yards per hex), plus units ranging from regiments to corps. Game I linsk-up with future releases. 520 counters. **$85.00**

AH **Stonewall's Last Battle** **/###
The Chancellorsville Campaign. The Union General Hooker crosses the Rappahannock and threatens Lee's flank with 83,000 troops, near a wooded crossroads name Chancellorsville. Lee sends Stonewall Jackson to flank march through the Wilderness and fall upon Hooker's rear, shattering the Union XI Corps and causing Hooker to retreat. With such odds against you, can you do the same and pull off a miracle? With 22x32" mapsheet, 260 counters, charts, etc. **$65.00**

VIC **The Civil War 1861 - 1865** ***/#
A grandiose game that encompases both the bitter, costly campaigns of the East and the less enthusiastic skirmishes that waxed & waned in Texas & the Western Territories. The mechanics stress leadership (and so they should too, with over 60 individual commanders represented), and include naval operations, marauding Indians, rail supply, cavalry screening & guerrilla raids, variable game-turn length, year-long scenarios, plus a campaign. Features two 22''x32'' maps (25 miles per hex) and 520 counters. **$65.00**

GMT **The Three Days of Gettysburg** ***/##
This game is the most stunning American civil war game I have seen. Both the standard of the full color counters and maps is better than anything I have seen before. It really gives a feel of that crucial battle. The game concentrates on the use, effects, and personalities of battlefield command, and on the tactical difficulty in maneuvering such large numbers of troops and bringing them to bear tellingly on the enemy. The combat system concentrates on the combined effects of unit morale, momentum, and fatigue. Includes a staggering 1,680 beautiful counters, 3 22"x34" maps, seven scenarios, Brigadiers are rated with Action Profiles to dictate their behaviour when on their own; great fatigue rules. Very playable. **$99.00**

World War One

S&T164 **Balkan War** **/#
An operational simulation of the two wars which were fought in the Balkans immediately prior to the First World War. There are two scenarios. In the first, Bulgaria, Serbia, Montenegro and Greece fight the decaying Ottoman empire for control of the Balkans, in which the Turks lost considerable ground before asking for an armistice. In the second scenario, Bulgaria fights its former allies for the spoils obtained in the previous contest. Game mechanics include fog of war, diplomacy which includes special events, Great Powers, POW exchanges, mobilization railroads, amphibious operations, etc. 240 counters. **$25.00**

AH **Colonial Diplomacy** */#
A stand alone game of Colonial Diplomacy, using all of regular *Diplomacy's* rules and game system. The game spans 60 years of exciting history from the Opium Wars, the Crimean War, the struggle in Egypt and the Sudan, through to the Russo-Japanese conflict of 1905. Includes a superb mounted mapboard, and plastic pieces, 7 conference maps, and rules. Designed by an Australian! **$100.00**

AH **Diplomacy** */#
A classic boardgame of abstract grand strategy, where 2 to 7 imperialistic nations try to carve out niches for themselves in pre-WWI Europe. The game's dice-free mechanics are simplistic in design, allowing players to immerse themselves in the machiavellian politics of empire building. Military successes will still win the day, but only if built upon prudent diplomatic machinations. By that I mean alliances between nations - the staple diet of Diplomacy players, and rife with examples of outrageous collusion, naive trust, brazen intimidation, and so much more. An ideal way to find out who your real friends are, and to test the limits of your guile! **$65.00**

ADG **Fatal Alliances II** ***/#
A World War I campaign module for WORLD IN FLAMES 5th Edition. It includes 600 counters (air, land & sea units from 19 nations), A4 map overlays (WWI central Europe & WW2 Scandin-avian Off Map Box variant)., a 28 page rulebook, plus a Build & Morale chart. You must own WORLD IN FLAMES 5th EDITION to play this module. **Special $20.00**

AH **Knights of the Air** */###
Recreates the deadly combat of WWI air war. Each airplane in this game has been researched to present the same strengths, weaknesses and idiosyncracies it demonstrated in real life. Once you have learned the tricks of your aircraft, you can dare to risk all in a dogfight. Air combat is conducted in a series of maneuvers as each pilot tries to position his plane for the killing run. With experience, new and more complicated maneuvers become available. To win you must master your aircraft and exploit your opponent's aircraft's unique flaws. With color 22x32" mounted mapboard, maneuvre cards, large performance cards for each plane type, counters, dice, rules.

COA **Landships** */##
Covers the Great War at grand tactical level. The 420 counters represent infantry platoons and cavalry squadrons, or a single tank or artillery piece. Each turn is around five minutes and each hex on the eight geomorphic map sections is 100 meters. Easy to play rules with over 20 scenarios get you playing right away. Trace the story of combat from the simple slaughters of 1914 to the sophisticated combined arms offensives of 1918.. **$45.00**

PAN **Warlords** **/#
An entertaining multi-player (3 to 7) wargame of social turmoil and military expansionism set in the faction-torn provinces of China from 1916 to `50. The simple mechanics include such things as famine, revolts, foreign aid, guerrilla warfare, & taxation. Victory is dependent upon how well one dominates inter-player skills such as bribery, coercion and negotiation; but careful resource management & bold militarism might just win the day, and being a S.O.B. helps too! **$10.00**

DEC **World War I** */###
On 1 August 1914, the 1st World War, the War to End All Wars, began. What the powers thought would be a decisive conflict quickly stalemated into a massive bloodbath. From the German sweep through Belgium to the Russian disasters in East Prussia, from the Italian debacle at Caporetto to the abortive Allied thrusts through the Balkan, this game discloses the enormous strategic scope of this struggle in a game system specially designed to combine history with east of play. Players control armies of major and minor powers as well as the national resources. With 120 counters, 17x22" map, simple rules and die. **$18.00**

World War Two

AH **Advanced Third Reich** ****/#
A comprehensive study of the battle for Europe and North Africa. This is an expensive beast with a famous pedigree. Components include two painted 22''x31'' mapsheets with 1'' large (60 mile) hexes, 1040 counters (Corps level) representing air, land & naval assets from 24 nations, a 64 page rulebook, plus a 36 page appendix. The mechanics feature unit construction, logistics, economic warfare, strategic air & naval operations, overruns, international politics, diplomatic missions, 25 non-historic randomly selected variants for both the Axis & Allies, technological advances, 7 scenarios, and much more. This is a rich experience for 1 to 6 determined aficionados! **$90.00**

➔ **Empire of the Rising Sun** ****/#
The *Third Reich* rules for the war in the Pacific. This can be played with *Third Reich* or as a complete stand alone game. Recreates the war in the Pacific in WW2 using the popular grand strategy rules of *Third Reich*. With codebreaking, kamikazes, & the atomic bomb, quarterly turns, BRPs, sophisticated carrier combat, rules that create the uncertainty and tension of the great naval battles, and alternate scenarios that let you wonder what if US carriers had been at Pearl Harbor, or China had collapsed, etc. With rules to link with Third Reich, five counter sheets, 2 22"x31" mapsheets, etc. **$99.00**

MB **Axis & Allies** **/#
A rather big game of global grand-strategy for 2 to 5 players. Beginning in 1942, the five world powers must expand their territory to deny the enemy land, as well as increase their vital industrial resources to thus increase armament production. Mechanics feature secret weapon development, strategic bombing, and submarine warfare. Components include a colorful 19''x33'' mapboard and 299 plastic minatures representing infantry & tank armies, carrier task forces, destroyer flotillas, sub packs, fighter & bomber squadrons, AA divisions, etc. This is a great game where you can happily quaff the Vic Bitter and still win! Recommended. **$90.00**

RHI **Decisions in France** **/#
We've been able to grab a handful of this ziplock bag Rhino Game. Its June 25th, 1944: the allied armies are ashore in Normandy. The game illustrates the bloody bocage fighting in Normandy, the tremendous effort the allies undertook to breakout from the coast, the lightning fast mobile warfare across France, and the exploits of Patton's 3rd Army. Can the Germans mount an effective counterattack with the nine panzer divisions in Normandy? This and many other questions can be answered by playing the game. 400 counters, map, play cards, rules. **$45.00**

JED **Europe at War** */###
A low complexity grand strategy game where 1 to 4 players direct the eco-nomic & military growth of a European power from 1941 to `45. Features 282 counters representing leaders, infantry armies, armoured corps, elite forces, aircraft & naval assets, plus three 8''x22'' mapboards. The rules cover the influence of the naval war & Japan, as well as A-bomb development & political variants (ie: the assassination attempt on Hitler). **$20.00**

AH **Naval War** */#
An amusing beer `n' pretzels game where unassuming gamers wave handfuls of cards about, shout furiously at each other (or the dice), and recklessly fling numbered cubes about, until someone wins! Uses 54 cards representing a varied selection of multi-national warships, from carriers to torpedo boats, and a selection of 108 cards to initiate salvos, carrier strikes, destoyer torpedo attacks, submarine attacks, minefield laying, smoke screens, repairs, etc. An entertaining change of pace for all ages. Ideal for 3 to 6 players, plus a cold slab of beer. **$25.00**

GMT **Operation Mercury** **/###
In the Spring of 1941 the German blitzkreig crushed the Balkans, and rapidly overran Yugoslavia and Greece. The Allied forces retreated to Crete, and Hitler was pressured to take the island a.s.a.p. so that the Allies could not keep airbases there, as it was May and the invasion of Russia was set for June. So he sent in his crack Paratroop units and a Mountain Division, and though they took Crete, the airborne troops suffered so badly he never used them in a major operation again. Includes 400 counters, including Australia and New Zealand, 2 22x34 mapsheets, dice, etc. **$60.00**

AH **Squad Leader 4th Edition** ****/#
An award-winning & popular tactical game of small-unit combat in Europe. 712 counters representing individual leaders & vehicles, infantry squads, support weapons, fortifications, etc. Four 8''x22'' mapboards (40 meters per hex) feature urban & wilderness terrain. Includes 12 scenarios, plus comprehensive skirmish rules covering leadership, morale, smoke, off-board artillery, radio contact, mines, bunkers, rubble, fire, river crossings, roadblocks, mortars, flamethrowers demo charges, AT guns, and so much more! **$70.00**

Cross of Iron An east-front expansion for *Squad Leader* that features a restructured armor and artillery system, as well as new troop types (eg elite) and support weapons. Includes 8 scenarios, an 8"x22" mapboard and 1096 counters. **$55.00**

Crescendo of Doom Introduces the troops, vehicles and equipment of France and England to the system, as well as a host of minor nationalities, including Poland, Belgium & Finland. With many new rules, 2 mapsboards, 1324 counters. **$65.00**

GI: Anvil of Victory Its the Americans, plus revised infantry counters for the other combatants. And naturally it contains more advanced rule additions, plus 14 scenarios, 1568 counters, 5 mapboards, and some terrain overlays. **$80.00**

AH **Up Front** **/#
This is a simplified adaptation of SQUAD LEADER, a great card-based simulation of man-to-man combat in Europe. Soldiers, heavy equipment, and support vehicles are represented by individual cards; players maneuver their forces via action cards over constantly changing terrain cards. The scale of the game changes in terms of the relative ranges between opposing forces, with most combat occurring within 500 meters during the course of player turns. Com-ponents include 322 illustrated colour cards, and 304 counters. This is a great game, rich in detail yet easily playable in the space of an hour. Mechanics include tanks, smoke, pillboxes, partisans, mines, flamethrowers, wire, ambushes, artillery, heroes, prisoners, and more. **$50.00**

ADG **World In Flames Deluxe 6th Edition** ***/##
Award-winning Australian game that covers the entire World War II. This new deluxe version includes the new Consolidated Rulebook of WiF rules, and every map and counter sheet from World In Flames, Planes in Flames, Ships in Flames, Asia Aflame, Africa Aflame, and Mech in Flames. That is 3,400 counters. Players must carefully plan their long-term military production, as well as strategic campaigns. The superb game mechanics allow for fluid land, sea, air & political operations. For 2 to 6 players. This game is so good Avalon Hill felt humiliated by THIRD REICH, so that they had to make the ADVANCED version! **$160.00**

PLANES IN FLAMES GOLD EDITION (With over 20 new aircraft types) Contains 600 new aircraft counters (plus more AA

units, V-Weapons, the A-Bomb, & Chinese garrison units) - covering every major plane of WWII, all of them drawn in exquisite full-colour camouflage schemes (!), and all individually rated. Includes new WIF rules such as pilot training, lend-lease, carpet bombing, night missions, tank busting, 5th Ed. WIF errata (!), etc. Special $20.00

FATAL ALLIANCES II World War One add-on for WIF. See description under WW1 heading. $20.00

ASIA AFLAME Gold Edition Contains 200 double sided full color counters, 236mm x 584mm of central Asia, 175mm x 294mm map of Scandinavia, and 8 page rule book. Other additional rules include artillery units, AT gun units, tank destroyers, field artillery, rail guns, amphibious units, minisubs, etc. Special $30.00

THE 1994/95 WORLD IN FLAMES ANNUAL This 72 page Annual includes a free new expansion kit, **Mechs in Flames** including 200 full color counters (WIF counter sheet # 3). There are 72 pages on WiF, PiF, SiF, AsA, AfA, MiF, DoD II, including players notes & hints on play, Mahan 101, WiF/DoD II after action report, Fracturing the French Front puzzle, 1939-46 WiF/DoD IIcampaigns, complete & up to date errata, etc. $30.00

SHIPS IN FLAMES Provides very fleet carrier, light carrier, battleship, battlecruiser, pocket battleship and heavy cruiser that ever sailed or was planned during WW2. Allows you to expand WIF with hidden task forces, integrated submarine and naval warfare, separate carrier planes, technology advances, range, speed, separate attack & defense factors, transports, etc! 1000 counters, Task Force Display, rules. Special $20.00

Advanced Squad Leader

AH **ADVANCED SQUAD LEADER** ****/###

This is ONLY a rulebook - more specifically a sturdy 3-ring binder with an attractive dust cover. Inside are 176 pages of text, with 8 separate reference cards. Featured chapters are - Introduction, Basic Infantry Rules, Terrain, Ordnance/Offboard Artillery, Vehicles, Design Your Own (with German & Soviet equipment notes), plus an index. An outstanding production! $90.00

ASL ANNUAL `91 64 pages with 16 scenarios. Articles include a Red Barricades series replay, Axis Minors in ASL, the scenarios in Last Hurrah, ASL notes on operation Market Garden, an overview of the ASL Oktoberfests, and details of the German PzKpfw Maus with counter art. $30.00

ASL ANNUAL `92 80 pages with 14 scenarios. Articles include Japanese manpower & material in ASL, series replay of scenario A41, reference notes on the ANZAC Independent Companies, Allied Minors in ASL, a campaign-game system for UK commandos with 13 scenarios, and more. $30.00

ASL ANNUAL '93 Part A 80 pages with scenarios and articles on ASL. More details next catalog. $20.00

ASL ANNUAL '93 Part B 48 pages containing scenarios, and the first ASL mini historical campaign, a battle between the US Marine Corps & the Japanese during the first few days fighting on Guadalcanal. Also covers the Canadians in ASL, reference notes, & a new fortification - Pacific Tiger Traps. Includes a card map lift out for the campaign game. $22.00

ASL ANNUAL '95 Avalon Hill finally released the '94 ASL Annuall, except since it was released in 1995, it is called the 1995 ASL Annual. Includes nine terrain overlays, Japanese paratroopers, a scenario set in Java, campaign notes, the Allied invasion of Normandy, 24 new scenarios, comprehensive Q&A and errata, minimizing the effects of routing, Normandy scenarios notes, $45.00

ASL ANNUAL '96 The latest ASL Annual, featuring an article on snow an ASL, movning, motion, and non-stopped status, Atlanticon '93 Scenario Analysis, tips on cave and cave complex setsups, and full of new scenarios, etc. $35.00

BEYOND VALOR MODULE 1 Contains an extensive German and Russian force pool: 2396 counters representing every major vehicle and gun used by the belligerents - from horse-drawn wagons to the gargantuan IS3. Includes a large assortment of markers, leaders, infantry squads, and support weapons as well. I pity the poor bugger that has to carefully cut `n' trim this lot! Also features four 8"x22" mapboards (#20 to 23, all urban) and 10 scenarios. $90.00

PARATROOPER MODULE 2 This module introduces the advanced mechanics to SQUAD LEADER players. Contains ALL the necessary counters & markers for the 8 scenarios provided (recreating US airborne operations during the Normandy Invasion). Features one (#24) mapboard, 478 counters, plus Chapter K - a 24 page ASL primer! Note - requires mapboards #1 to #4 to play. $50.00

YANKS MODULE 3

Obviously this is the American expansion set, it contains 1048 counters with the usual plethora of AFVs, ordnance, heavy equipment, leaders, NCOs, grunts, and markers. There are also four 8"x22" mapboards (#16 to #19), 8 scenarios, Chapter E (26 pages of miscellaneous rules - night, weather, ski troops, boats, swimming, air support, gliders, paratroops, convoys, barrages, etc.), plus U.S. vehicle notes for chapter H. $90.00

PARTISAN! MODULE 4 Features 8 scenarios specifically pitting guerrilla operatives against the Germans and their allies - from the rugged mountains of Greece to the shattered streets of Warsaw. Contains 260 counters (axis minor infantry & support weapons), plus two 8"x12" mapboards (#10/32). $40.00

WEST OF ALAMEIN MODULE 5 An expansion set that features the British army, with 1264 counters representing eveything from the 2pdr. Portee to the Churchill Crocodile. Also includes Chapter F (rules for desert terrain, arid weather, sun blind-ness, heat haze, heavy dust, mud, etc.), plus Chapter H notes for British equipment. There are 8 scenarios, five 8"x22" desert mapboards (#25-29), a 7"x 22" escarpment map and six pages of terrain overlays. $99.00

THE LAST HURRAH! MODULE 6 Eight challenging 1939-'41 scenarios set in Poland, Belgium, Holland, Crete, Norway & Yugo-slavia (one has Polish Uhlan cavalry tackling Panzer IIA's from a German divisional recon patrol). Contains two mapboards (#33 & 11) plus 260 counters (featuring Allied minors). $40.00

HOLLOW LEGIONS MODULE 7 This package presents the Italians; whose fighting prowess was unfairly maligned at squad level. Contains 2 desert mapboards (#30 & 31), 652 counters (covering every major weapon), 8 scenarios (from North Africa to Russia), and the relevant pages for Chapters H and N. $60.00

CODE OF BUSHIDO MODULE 8 Presents the Japanese army and rules for the Pacific theatre. Contains 660 counters covering all major Jap vehicle, gun & troop types employed from the 1930s to 1945. Also includes 4 mapboards (#34 to 37), 4 sheets of jungle overlays (35 in all), 8 scenarios, Chapter G (16 pages covering jungle terrain, banzi charges, kamikaze tank-hunters, hara-kiri, pack animals, etc), plus Japanese additions for chapter H. $95.00

GUNG-HO! MODULE 9 Contains 1008 counters introducing the nuggety US Marines, the Chinese army, plus an assortment of Japanese & Allied landing craft. There are also 28 more pages for Chapter G (covering cave fighting, bulldozers, the tropical climate, assaults landings, beach obstacles, naval gunfire, reefs, piers, etc), Chinese notes for Chapter H, two mapboards (#38 & 39 - jungle & airfield), 19 beach/sea/river overlays, and 8 scenarios. $99.00

CROIX DE GUERRE (Cross of War) MODULE 10 This module adds the 1939-40 French, Vichy French, and Free French, to ASL. It contains the entire order of battle including personnel, weapons, and vehicles, two new mapboards (#40 and #41), one sheet of building, stream, etc overlays, 8 pages of revised rules, Chapter H historical & DYO, and 8 scenarios. There are over 600 counters. $80.00

RED BARRICADES HISTORICAL MODULE 1 We decided to stock this module again due to sudden demand after the success of *Kampfgruppe Peiper I*. The mapboard, 31x45", has 1" hexes depicting Stalingrad's huge Red Barricades ordnance factory and surrounding environs. Also Chapter O, 88 counters for marking fortified buildings, Cellers, AT ditches,Soviet Molotov Projectors and the StuIG 33B. Includes three separate Campaign games for street fighting. $60.00

KAMPFGRUPPE PEIPER 1 HISTORICAL MODULE 2 A game of Tactical warfare in the Ardennes in 1944. It deals with the desperate fighting between US and German SS forces around the village of Stoumont Belgium, during the Battle of the Bulge. The huge two piece 31" x 45" full color map depicts the village and surrounding environs, and has been painstakingly researched to ensure a maximum of historical accuracy., with roads, buildings, streams, etc. Elevations vary from -2 to +9. Contains over 400 counters, 4 scenarios, the Campaign game (including 8 scenarios), and Chapter P, which introduces pine woods, barbed wire fences, narrow streets, slope hexsides, and rules for running campaigns such as this one. $75.00

KAMPFGRUPPE PEIPER II HISTORICAL MODULE 3 A companion that expands upon the MODULE 2. Includes update to Chapter P with several new terrain types; three different campaign games covering the entire battle. In the campaigns, surviving units and equipment are retained for the next campaign scenario, a critical tactical dimension - conservation of force - is added. No more suicidal charges at the last turn of each scenario! Six scenarios use small portions of the two maps, and one monster scenario uses all the maps! 2 maps, 7 scenarios, counters, Chapter P rules update. $80.00

SOLITAIRE ASL SOLITAIRE MODULE 1 /#### Has numerous charts and tables for generating enemy units, random events, and mapboard configerations. The highly detailed and historically accurate unit activation tables are arranged on various full color nationality cards - one each for Americans, Russians, and Germans, allowing you to play any one of these three sides against the other. As the German, you can also fight against Partisans. Unknown enemy units are represented on the mapboard by the presense of Suspect? markers, which could be dummies or nasty surprises! Random events each turn can also bring on reinforcements. With 14 new scenarios, 260 counters, generation cards, Chapter S. $70.00

ASL SCENARIOS PACK This pack contains ASL Boards # 42 and # 43 as well as eight new scenarios. Due Oct. $40.00

ASL & Squad Leader Boards

The following is a list of all the mapboards which we stock for ASL and Squad Leader. All are the same price. ASL & SL Boards 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 13, 14, 15, 16, 17, 18, 19, 20, 21, 22, 23, 24, 25, 26, 30, 31, 42, 43. ASL Deluxe Boards (with big hexes) A, B, C, D, E, F, G. $12.00

Europa Series

GRD **BALKAN FRONT** ****/###

Recreates the campaign in the Balkans from the autumn of 1940 to the summer of 1941. It covers the failed Italian attempt to conquer Greece, the German blitz which overran Yugoslavia and Greece, and the German airborne assault on Crete. (A complete revision of the old game Marita-Merkur.) With two maps of Yugoslavia, Albania and Greece, 720 counters, scenarios covering the grand campaign and the individual campaigns in Greece, Yugoslavia and Crete, and some "what ifs". $75.00

GRD **FOR WHOM THE BELL TOLLS** **/###

The Spanish Civil War, fought from July 17, 1936 to April 1, 1939, cost Spain over one-half million people, and as the war progressed, it drew the participation of thousands of non-Spaniards. The supine and hypocritical attitude of the western democracies towards the intervention by Nazi Germany & Fascist Italy on the side of the Insurgents encouraged the dictators in their belief that they could do anything they pleased. A 2nd game included in this boxed set is a hypothetical German invasion of Spain. With 1,680 counters, 1 1/2 maps, rules, charts. $130.00

GRD **POLAND - FIRST TO FIGHT** **/###

On Sept 1, 1939 Germany unleashed a new weapon that permanently changed the face of warfare. Blitzkrieg swept over Poland and in 30 days the balance of power was reshuffled and Europe was at war. The two maps in this game depict Poland & its neighbours at a scale of 16 miles per hex. The extensive terrain types show the diversity of Eastern Europe: from mountains to marsh, open plains to dense forest. The counters represent the German, Polish & Soviet forces that fought in the campaign. Ground units are scaled at divisions, brigades, regiments & battalions, & aircraft are in groups of 40-60 aircraft. 1,056 counters, 2 maps, charts, rules, scenarios. $90.00

GRD **SECOND FRONT** *****/###

This game depicts the western Allied campaigns in Italy, France and Germany, from 1943 through to 1945. All the tactical forces of the western Allies and all the problems they face to defeat the German armies and win victory in Europe are in this game. The greatest coalition in history awaits your orders. Plan your campaign and ready your forces - for you lead the crusade in Europe against the Nazi regime. Features a detailed ground operations system, new and improved air rules, an expanded naval system with task forces and carrier groups, detailed airborne and amphibious invasion systems, political and strategical rules covering everything from Allied cooperation to Italian surrender to the collapse of Germany. With 4,800 counters! 4 maps, charts, rules. $225.00

African Campaign

JED **AFRICAN CAMPAIGN 2nd Edition** */###

A fast, desperate game of the desert war from late 1940 to early 1942. The mechanics include airpower, fuel supplies, hidden minefields & fortresses. Components include 168 counters and an 11"x32" mapboard. Rommel's meagre forces of mobile panzers & hesitant Italians tackle an assortment of Commonwealth forces in a very fluid battle along the coast, with both sides quite happy to ignor stubborn concentrations of defensive lines. $25.00

COL **ROMMEL IN THE DESERT** **/#

The third game in Columbia's superb East Front series, which uses one hundred 20mm square blocks for counters, which are rotated to record step losses, and also provide realistic fog of war. This is a very fast moving, challenging, tense and playable game of the combat in North Africa from 1940 to 1942. Uses a unique command structure that forces players to make realistic choices as generals, rather than trying to get that perfect 3:1 attack on units in front of your forces. Players will achieve victory by employing speed, daring, and surprise. Unit activation by headquarters is a key element of game play, and burns up supply at a tremendous rate - so you must think out your overall strategies very carefully. Color mapboard is 12" x 36". 7 scenarios. $60.00

MOM **TRIUMPHANT FOX** ***/###

It is 6.30pm, 26th of May, 1942. Panzerarmee Afrika, led by Erwin Rommel, is about the begin its drive towards the Gazala Line. Over a thousand tanks and 250,000 men would taste victory and flirt with disaster at the same time. When the sand settled four weeks later, Tobruk had fallen and the Afrika Corps would race for Alexandria. The centerpiece of this game system is its innovative *highly interactive* sequence of play. During the Operations Cycle you grapple with your opponent for the Initiative to activate your formations and conduct various actions. Includes 240 counters, 22x34" map, rules, historical commentary, campaign and several scenarios. $75.00

TGI **TUNISIA Nov 1942-May 43** ***/###

A showdown between Rommel and the Allied forces in Tunisia. Wedged between on-coming Allied forces, the Axis forces must choose who to assault first. Rommel chose to strike the green and untried Americans - will you? The game is unique in that both air forces are evenly matched, so anything can happen. A follow on game from the Guderian's Blitzkrieg, using the same rules system as Enemy at the Gates. With 780 counters, series and game rules, charts, 6 scenarios, etc. $75.00

Western Front

COA **ACHTUNG - SPITFIRE** **/#

This game simulates tactical air to air and air to ground combat over Europe from 1940 - 43, the days in whic the Spitfire sent terror in the hearts of the German pilots who opposed them. Includes a clever mission generator that allows players to recreate famous missions and even campaigns. Uses the same system as Over the Reich, with 280 counters, 24 aircraft data cards one 34x22" map, rules, etc. $75.00

VIC **AMBUSH!** **/####

Designed specifically for solitaire play. A system of mission cards and programmed paragraphs are used to determine enemy tactical decisions, with combat reactions resolved by sequenced action rounds. Unit scale is individual men & vehicles - each of the player's squad must be rated for command, initiative, perception, weapons skill, driving skill & movement. The player selects, equips, and then leads a squad of American troops on 8 specific missions through German-occupied France. Contains 218 counters & two 16"x22" maps (10 yards per hex). Includes rules for panic, evasive movement, grenades, satched charges, assault combat, minefields, boobytraps, wounds, vehicles, tanks, and more. $80.00

AH **B-17 QUEEN OF THE SKIES** */####

A solitaire game where the player controls the 10-man crew of a B-17F flying fortress. The goal is to survive 25 missions. The B17 moves across a strategic mapboard, zone by zone, from England to the target and back. Die rolls in each zone determine the appearance, number, type and position of enemy fighters. The B17 can take a lot of punishment, but a lucky hit can prove fatal. As the mission grinds on wounded crewmen, low ammunition, burned out engines, oil leaks, and more interceptors begin to take their toll! Includes mission abort, ace gunners, random events, flak, 8 B17 damage locations, frostbite, weather, fighter cover, ect. With 88 counters, an 11"x16" mapboard, a mission log, & lots of reference charts. $50.00

AH **BATTLE OF THE BULGE 3rd Edition** */###

The thunderous impact of bursting shells ignites the pre-dawn gloom, heralding Hitler's desperate Ardennes offensive. 3 German armies slam headlong into the unwary Americans, but their momentum is arrested by a determined defense. The struggle becomes more intense as the Panzers, already low on fuel, attempt to break the deadlock before Allied reinforcements arrive. This entry-level game has 194 counters, a 14"x22" mapboard, a 40 page book containing historical background. $40.00

AH **BREAKOUT NORMANDY** **/###

At last - another game using the superb area-movement system as Turning Point Stalingrad. It is a graphic portrayal of the first week of battle of D-Day, June 1944, in which Rommel's panzers struggled to throw the Allies back into the sea. The semi-simultaneous movement system provides the ultimate in player interaction-induced tension without the tedium of recorded moves. As Germany you must decide whether to safeguard or destroy bridges, and whether to commit your Panzers now or hold them back waiting for poor weather to keep away Allied planes. As the Allies, do you advance cautiously towards bridges, risking their being destroyed before you get there, or make sudden & dangerous advances. Includes solitaire rules, sudden death victory conditions, a choice to opt between assault or bombardment, etc. A 16"x44" mounted mapboard, 36 page rulebook with heaps of diagrams, 394 counters & play aid cards. Superb. $70.00

GMT **BRITAIN STANDS ALONE** **/###

This game allows players to fight one of the most intriguing "what-ifs" of the Second World War. The game explores the hypothetical possibilities of Operation Sea Lion, assuming that the Luftwaffe had succeeded in winning air superiorty and then gone on to inflict serious losses on the Royal Navy. Given these circumstances, could the Third Reich have won WW2 in the fall of 1940? Play the game and find out for yourself! Additional campaign notes allow players to begin the game by fighting the Battle of Britain, adjusting the invasion possibilities based on the outcome of the air battle. With 480 counters, two maps, rules, player aid cards, etc. $60.00

AH **D-DAY 3rd Edition** */###

Another redesigned entry-level (that's Avalon Hill's dictum for a

beginners game) classic. On June 6th 1944 the American & Commonwealth forces launched a massive seaborne assault that punched through Hitler's much-lauded coastal defenses. Tentative beachhead became irresistible breakout, and the liberation of western Europe began. Includes 110 counters (mostly Corps level), a 14"x22" mapboard (60 miles per hex), and an illustrated 36 page battle history. Rules cover weather, carpet bombing, mulberry harbours, airborne drops, etc. **$40.00**

GMT **FRANCE 1940, VICTORY IN THE WEST** **/###
Uses the same system as Arctic Storm. Has extensive historical information, including highly acurate orders of battle, historical commentary, and the most detailed wargame map of France and the lowlands yet published. Rules cover exploitation, reaction, panic, overruns, blitzkrieg, refugees clogging up roads, plus a flexible air game. Scenarios include fall of Holand, a full historical campaign, and 18 alternative historical options to test out. Includes 720 counters (with bicycle units!), two maps, reference cards, etc. One to two players, 2 - 20 hours. **$75.00**

JED **FORTRESS EUROPA** **/###
An entertaining game covering the West Front campaign, from the initial Allied landings to the bitter struggle for Germany. Both players have an opportunity to achieve victory. The Allies are able to conduct two invasions per game, however the Germans may thwart the landings with their hidden panzer reserves. Includes rules for airpower, paratroops, partisans, volkssturm, mulberries & naval bombardments. Contains 400 counters and a 22"x24" map. Unboxed. Very entertaining, and cheap! **$12.00**

GMT **INVASION: NORWAY** **/##
The German invasion of Norway led to one of the most innovative and dynamic campaigns of the entire Second World War. This game simulates this fascinating campaign using a streamlined version of the acclaimed Britain Stands Alone system. Fully integrated land, air, and naval rules accurately protray the complex interplay of warfare in three dimensions (land, sea and air) in a way that is easy to learn and play, and keeps both sides constantly involved in the game, because every action you take may be detected and reacted to by your opponent. 560 counters, one 22x34" game map, one 22x17" off-map Operational Display, player aid cards. Single ships, battalions, & squadrons. **$70.00**

TGI **LEROS** ***/###
In 1943 the Turkish government let the Allies place a small British garrison on the small Mediterranean island of Leros. Hitler learned of this and planned an intensive combined invasion reminiscent of the heady days early in the war. On Nov 12, 1943, a force composed of elite Fallshirmjager, Brandenburger and other army and Luftwaffe units stormed the island and took it in the face of fierce resistance by the British defenders. This game lets you explore all the facets of a air-sea invasion, and the attempt to stop it succeeding. The three 22x34" gamemaps contain the entire island and are absolutely stunning! There are no edge of the world arguments. 560 counters of platoons & individual vehicles, charts, five scenarios, etc. **$70.00**

AH **LONDON'S BURNING** **/###
August 1940: Defend London against German bombers and fighters in this solitaire or two player WW2 game. Try to intercept and shoot down the Luftwaffe raiders before they bomb your airfields and installations in southwest England. You command two RAF fighters in this tactical game, but if you do well in your missions, England will survive, but if you fail your missions, the Germans may triumph. In the two player game, you and a wingmate co-operate against the Nazis, or the other player controls the Nazis. With 190 counters, two 16"x22" stunning full color mounted mapboards, rules, 8 scenarios. **$70.00**

S&T160 **MEDWAR** **/#
S&T magazine presents a gripping account of the war in the Mediterranean from 1943-44, focusing on the air and naval operations preceeding the land invasions of Italy and the islands about Italy. Both sides did not use their air or naval power to full potential, so this game has plenty of scope for historical experiments and "what-ifs". Can you stop the Germans evacuating Sicily? This game can also be used in conjunction with the other Italian campaign games by S&T magazine. Over 200 counters of aircraft and ships, map. **Special Price** **$5.00**

COA **OVER THE REICH** ***/#
Simulates tactical air to air and air to ground combat over Europe from 1943-45. Designed by JD Webster, who brought us Air Superiority and Speed of Heat. This game brings the same flavor to WW2 air combat. With 240 great colorful counters and one 34"x22" double sided map. Each aircraft covered is covered by a complete page of information & statistics, adding depth & realism to the game. Rules are extensive and include scenarios. **$55.00**

AH **PANZER LEADER** **/###
A damn fine game of tactical combined-arms combat between swarms of Allied AFVs and the stoic German Kampfgruppes from 1944 to `45. Components include four geomorphic 8"x22" mapboards (250 metres per hex), 20 scenarios (from D-day to Bastogne & Remagen Bridge), and 384 counters (platoon scale) representing assault guns, tank destroyers, armoured cards, SP artillery, AT guns, mortars, combat engineer platoons, fighter-bombers, etc. The reader-friendly mechanics include close assaults, indirect fire, overruns, mines, roadblocks, bunkers, and opportunity fire. A pleasant distraction. **$65.00**

AH **RAID ON ST. NAZAIRE** **/####
At 1.28 AM, on March 28th 1942 - a small flotilla of torpedo boats & British commandos raided a German-occupied French port, with the intent of blocking the Tirpitz's Atlantic route. Within in the next few hours this elite force will have run amok, destroying installations and sinking docked vessels; despite a formidable defense of shore batteries, flak towers & frantic Stosstruppen. This is a squad-level game where assault & demolit-ion teams must eliminate key objectives before programmed German reinforcements counter-attack in strength. 260 counters, point-to-point system 16"x33" mapboard. **$65.00**

3W **SPITFIRE!** **/##
Captures the drama of the war in the air in Europe in 1939-41, with scenarios drawn from the war over Poland, France, Britain, Malta and Greece. Over 50 historical scenarios (5 being solitaire) are provided, each featuring one or more fighter aces. There are 40 aircraft types, including Polish PZL11, French Potez 63 and Dewotine D520, German ME109, FW200, British Hurricanes and Spitfires, plus US and Italian aircraft. Missions range from tank busting to dogfighting to bomber intercepts. **$50.00**

APL **THE INVASION OF ITALY** **/##
Recreates the 1943 Fifth Army landing in the Gulf of Salerno and the battle to secure the beachhead from 9 - 19 September 1943. Included are US parachute drops, Luftwaffe guided bomb attacks on Allied warships, divisional level leaders, special breakthrough combat and repair and use of on-map airfields. Scenario operations include dropping the US 82nd Airborne Division behind the beaches in direct support of the landing or conducting off-map the planned drop on Rome in support of the Italian forces holding the city. 700 counters, 22x34" map. **$49.95**

3W **THE LAST BLITZKRIEG** **/###
A 22 turn regimental recreation of the most famous battle of WW2. The game covers from the opening shots until December 26th. Game scale is 2 miles to a hex and each turn is 12 hours. Game mechanics include unit proficiency, supply, air power, armored exploitation, entrenchments, fortifications, German Corps boundaries and artillery limitations, bridge demolition, and air supply. There are also a deck of 10 random event cards based on events that occured or were alleged to have occured during the battle. 300 counters, rules, charts, 34":22" map, **$35.00**

GMT **THE RISE OF THE LUFTWAFFE** **/##
Volume One in the Down in Flames WW2 air combat card games. Players take the role of the early European fighter aces, flying BF-109s with Molders and Galland, JU-87s with Rudel, Spitfires and Hurricanes with Douglas Bader or the US Eagle Squadron, and the French Moranes or Pf-11cs with the Poles. Also has Fw-190s, Russian MiGs and Yaks, US P-38s and B-25s. Includes campaigns for air warfare over Poland, France, the Battle of Britain, Crete, North Africa, and the opening stages of Barbarossa. With 132 color playing cards for aircraft and tactics, 48 counters, 8 campaign displays, & rules. Target cards include destroyers, dogfights, freighters, bridges, battleships, air fields, ground forces, radar stations, factories, railyards, **$55.00**
EIGHTH AIR FORCE An expansion for *Rise of the Luftwaffe.* A fast action card game that allows players to experience the tensions and thrill of aerial combat over Europe in WW2. You are given the major fighter and bomber aircraft flown by the German, British, Russian, and USA air forces. You will experience the dawn of the jet age with the introduction of the German Me-262 and Me-163; the pressure of leading British Lancaster heavy bomber formations at night; etc. With 6 air campaigns from 1942 - 44. With 132 color playing cards, 96 counters, 10 campaign maps displays, 8 target area displays, etc. **$65.00**

3W **TO THE FAR SHORE** ***/##
It is June 6, 1944. Allied aircraft fill the skies, allied navies sweep the sea lanes, and a huge armada filled with allied soldiers crosses the channel to invade France. 17 types of terrain, turns of 2 days, weather, fatigue, morale, command control, AT fire, mine sweeping, shore batteries, reaction movement. With realistic & detailed invasion rules. 500 counters, 2 maps. **$50.00**

JED **VICTORY AT SEA** */#
A great strategic-level game that recreates, in a simple yet elegant manner, the naval war between the Axis and Allied fleets. Each turn points are awarded for control of seven sea areas, players contest these areas with an array of carriers, battleships, and cruisers; as well as land-based airpower and German U-Boats. What usually develops is a closely fought game where cunning and bravado both play a role toward victory. Ideal for beginner's, and experienced gamers who want a short `n' sharp game. Mechanics include admirals, German oilers, port repairs, convoys, secondary fire, U-Boat technology, critical hits, and more. Components include 117 large counters, and a 16"x24" mapboard. **$30.00**

COL **WEST FRONT** **/#
This is the second game in Columbia's East Front series, and can be played by itself or linked with East Front. The game begins in July 1943 with the Allies invasion of Sicily and Italy, and includes the invasion of Normandy until the fall of Germany in 1945. Includes 120 wooden blocks with stickers on their front, which are rotated to record losses, and also provide fog of war, as you only see your opponent's counter strengths when a battle occurs in a hex. The game system flows quickly and uses a simple and very effective command system of unit activation and depletion of supplies as a result. Includes rules for a three-player game, where the Allies and Soviets compete with each other to take the most of Germany. Otherwise, in a two player game, the game itself controls the invading Soviet armies, and when they arrive, you normally just sit there are watch them roll towards you, Germany by this stage being in a really bad way, unless you manage to pull off some miracles against the Americans and British. 6 scenarios, stunning 22'x34" mapboard, etc. **$90.00**

Eastern Front

SPI **BARBAROSSA** ***/###
A reprint of a very popular SPI classic. Barbarossa is a corps-level recreation of WW2 on the Eastern Front. Two large maps show the entire Eastern Front from Archangel south to Astrakhan and east to Baku. A unique command system allows for both limited intelligence and for players to hand-tailor their own corps and upgrade them during the game. Includes naval, air, partisans, and German troop commitments to other fronts.The game includes a Campaign scenario and three short scenarios. Can you as the Germans punch through the massive Soviet juggernaut and take Moscow and Leningrad before the first winter of 1941 sets in? Can you as the Soviets delay the German blitzbrieg long enough to mass enough reinforcements to counter-attack? With 32 page rules, 800 counters, 2 maps, dice, counter tray. **$36.00**

TGI **BLACK WEDNESDAY** ***/###
A stunning grand tactical simulation of wargame on the Eastern Front. It is at the beginning of 1943, and the Soviets launch a huge assault against the Blue Division, comprised of Spanish volunteers. The newly anointed 63rd Guards Rifle Division lead the attack supported by the 72nd and 43rd Rifle divisions, and also supported by tanks of the 1st Red Banner Tank Brigade. Following the intense Soviet assault on the dug-in Spanish, the Germans counter-attacked en masse. With individual vehicles and infantry platoons, 1040 counters, 2 x 22x34" maps, series and game rules, charts and tables booklets, 8 major scenarios, 2 - 50 hours playing time. **$75.00**

COA **BORODINO '41** **/#
The Germans thought the end of the war in Russia was in sight. The 10th Panzer Division and SS Reich Motorised Divisons reached the Borodino battlefield on October 13th, with only one Soviet rifle division blocking their path. Behind the division was the highway to Moscow. But somehow the Soviets managed to hold, counter-attack, and damage the Germans so severly that within five days they lost half their tanks and had to disolve one SS regiment - with only taking Mozhaisk. But this time more Soviet reinforcements has arrived. Can you as the German player succeed where historically they failed? Can you brake through? 280 counters, maps, rules, etc. **$65.00**

S&T152 **CASE GREEN** **/#
A magazine game from Strategy & TACTICS #152 that simulates

a hypothetical German invasion of Czechoslovakia in 1938 - At Munich Hitler's spiteful harangue for the Sudetenland fails; the Czech people, buoyed by the possibility of French & English support, declare their nation inviolable to Germany's demands. The Wehrmacht, spearheaded by 3 young panzer divisions, crosses the border and advances on Prague. Components include 200 counters (mostly divisions & regiments) and a 22"x34" map (7.5 miles per hex). Mechanics include air power, fortifications, para drops, mobile assaults, random events, supply, etc. **$10.00**

RHI **CAMPAIGN TO STALINGRAD** **/#
We've been able to snaff up a few copies of this game by Rhino Games. The game is a good, balanced, traditional wargame in the league of Russian Campaign, though a little more complex. Includes 800 counters, two mapsheets, lots of play aid charts, etc. Each turn is three days, and each hex in 16 km. Most units are divisions, but there are also Soviet Tank, Cavalry, and Mechanised Corps, along with independent brigades, regiments or battalions. Can you as the German player smash through the Soviet defenses to take Stalingrad and prevent your forces from being cut off? Can you as the Soviet player hold onto the vital city while encircling and trapping the German army so that it cannot break out? **$70.00**

COL **EAST FRONT** **/#
This is my favorite game of the Eastern Front. Produced by Columbia Games, this game uses 120 20mm square wooden blocks for counters, red blocks with khaki stickers for the Soviets, and grey blocks with black or grey stickers for the Germans. The counters provide step-reduction as the unit takes losses (you rotate the block to the next lower value), and the counters also provide fog of war, as you only see your opponents strength when one of you attacks the other. The blocks are also easy to stack and pickup, unlike normal counters. The mapboard is 22"x34" and looks stunning. Features a unique and simple HQ command system that represents supplies, flexibility, etc. Also includes weather and airpower rules that make sense. There are eight scenarios that can be linked together: Barbarossa (the whole war), Soviet Moscow counter-attack, Axis Drive on Stalingrad, Collapse at Stalingrad, Battle of Khursk, etc. The game also links directly with West Front. This is a **great** game, of the most challenging theatre of war in WW2. **$90.00**

GMT **LOST VICTORY KHARKOV 1943** **/##
It is winter 1943 and the German 6th Army is trapped in Stalingrad. But a worse disaster is brewing, the Red Army is descending on Kharkov and is driving for the main German supply bases on the Dniepr, with only a thin grey line to stop it. Hitler put Manstein in charge of the defense. This game features a fast paced game system which combines movement, combat, support, and bombardment in any desired order; realistic combat system; many different combat types; and special rules for weather, recon, reaction, HQs, fuel depletion, uprisings, etc. With 480 stunning counters, 22"x34" game map, rules book & playbook, dice, and player aid cards. 1-4 players. **$65.00**

AH **PANZERBLITZ** **/###
The game of PanzerBlitz enables you to re-create the drama and furious action of tactical-level armored warfare on the Russian Front. Battle simulations take place on a realistic mapboard which reproduces about twenty square miles of typical Russian terrain. The playing pieces are accurate symbolizations of the platoon and company sized units which fought on the Eastern Front in World War II. More than a dozen different scenarios are given, each of which allows you to recreate a completely new game situation in which to exercise your skill as a tank commander. With 352 counters, 22" x 24" mapboard, comprehensive rules, situation cards, etc. **$60.00**

JED **RUSSIAN CAMPAIGN Series II** */###
Very playable strategic game of the war in the East, from Hitler's invasion of Russia, to the fall of Berlin. Players command massive mechanised forces, without being buried by a barrage of rules - experience the crush-ing momentum of Blitzkrieg, the chilling ferocity of winter warfare, and the brutal cycle of offensives & counter-attacks that characterised this terrible conflict. Contains 252 counters, a 24"x22" mapboard & rules for the Axis Allies, air support, & partisans. An entertaining & hard-fought campaign that vividly illustrates the sprawling dimensions of this war, and what might have been had Moscow fallen. **$25.00**

AH **RUSSIAN FRONT** **/##
Recreates Operation Barbarossa, Germany's attempt to add a huge slab of eastern real estate to its Empire. Players can choose between 3 scenarios, or the huge campaign. Features basic, advanced, and optional rules, with the inclusion of naval and air assets. Combat occurs within the hex (units suffer incremental losses) and can take more than one round to resolve. With 518 counters, colorful 32" x 22" mapboard, assorted reference cards, basic rules folder, battle manual, and die. **$65.00**

3W **SPIRES OF THE KREMLIN** ***/###
Using Order of Battle data recently released from the Russian archives, this is the first published game to offer so much of the battle for Moscow during the Winter 1941-42, covering both the German effort to take the city and the Russian counter offensive. Four months of action are covered in 2 day turns, and there are 16 scenarios and the campaign game. Units are battalions, brigades and divisions. 3 maps and over 1,000 counters. **$60.00**

TGI **STALINGRAD POCKET 2nd Ed** */###
This is the 2nd Ed of the 1992 game. Includes a reworked map

and Order of Battle, and updated rules. The game covers the Soviet counteroffensive and the German operations to hold the pincers apart and if that fails, to relieve the Stalingrad Pocket. Soviet play requires the use of a ponderous and fragile weapon of great size (the Red Army of 1942), and German play requires sabre-like use of mobile reserves in hit and run tactics. 560 counters, 1 large and very colorful map. Rules are simple, so makes a good, flowing game. $50.00

GMT **TYPHOON Drive on Moscow 1941** ***/###
In 1941 the Germans launched a final offensive at Moscow, expecting to win the war instantly. Spearheading the attack was Army Group Centre, lead by Guderian, with 70 divisions. Facing them were 800,000 Soviets in 95 divisions. The Germans ripped gaping holes in the Soviet defense and came within sight of the Kremlin, but the Soviets did not disintergrate as expected. Instead, their huge loses were reinforced by Siberian and other reserves numbering 1.2 million. With 960 counters, three 22x34" maps, six scenarios, sequence of play which highlights Axis armored breakthroughs, air combat rules, counters include artillery, rocket artillery, engineers, bridge units, etc. $80.00

AH **TURNING POINT: STALINGRAD** **/###
Recreates the brutal fighting in & around the city of Stalingrad, from Sept. 4 1942 to Nov. 14. Turns are broken into variable day/night impulses which play fast & constantly change advantages to both sides. The unique combat system & semi-simultaneous movement covers the gamut of urban combat - overruns, sudden break-thrus, encirclements, tenacious defence & week-long stalemates. Additional details like rubble, artillery barrages, fortifications, & air support add zest to a highly playable and closely-fought game. Features a lavish 16"x44" mapboard (area movement) & 394 counters (battalion level). $50.00

Pacific Theatre

AH **GUADALCANAL** */#
The first real check to Japanese expansion, the Battle of the Coral Sea in May 1942, and the first Allied offensive in the Pacific, the Battle of Guadalcanal, November 1942, all took part where this game is set - the Solomon Islands. Midway paved the way for this Allied offensive, when in August the US took an air-strip on Guadalcanal from the Japanese, converting it into their own. This game features three mounted mapboards (two search & one battle), six scenarios, excellent visual aids such as Operations Cards, 356 counters, & easy to learn rules. Thoroughly recommended. $70.00

3W **LONG LANCE & HENDERSON FIELD** */###
Two games in one centred on Guadalcanal. Henderson Field is a 2 player struggle for the Island, with infantry units, tanks, LVTs, artillery, AT, engineers, air-craft, and anti-aircraft. With 3 scenarios, a 26 turn campaign, Fog of War, ammunition, etc. Long Lance is a two player game simulating the vicious naval engagements off Guadalcanal in 1942, including scenarios Savo Island, Lunga Point, Cape Esperance, First and Second Guadalcanal, and Tassafaronga Point. With individual battleships, cruisers, and destroyers. 500 counters, 2 maps, 2 rule books, charts, tables. $50.00

AH **MIDWAY 2nd Edition** */#
After the daring Doolittle bomber raid on Tokyo the Japanese decided to capture the airfield on Midway, and hopefully lure the U.S navy to its doom. But those deceitful orientals weren't going to fool old Nimitz, with a little help from cryptologists the trap was revealed, and a counter-ambush prepared. This is a tense simulation where players maneuver their fleets and conduct air patrols on a personal searchboard. When one side makes contact with an enemy vessel(s) the combatants are transferred to a battleboard where plans and ships slug it out. Very tense stuff indeed! Components include 226 counters (individual capital ships & squadrons of aircraft), a 22"x14" battleboard plus two 14"x11" searchboards (70 miles per hex). Features easy to learn rules, and an illustrated historic battle manual. 45.00

VIC **PACIFIC WAR** ****/#
In 1941 Japanese investment in foreign real estate was causing a hell of a lot more anxious teeth-gnashing than it is now! In 1942 loses at Midway & Guadalcanal foreshadowed the coming dominance of U.S. strategy, thus the wily Emperor decided on a secret economic campaign that would eventually enable Japan to buy the world! This is a big game with fully in-tegrated air, land & naval operations. Turns are monthly, but include daily movement. Contains 20 scenarios, 2340 counters (individual capital ships, air groups, divisions & battalions) & two 22"x32" maps (100 miles/hex). Mechanics include limited intelligence, sub-marine combat, bombardment, airfield repair, weather, strategic bombing, merchant shipping attrition, strategic transport, naval repairs, engineering, demolitions, etc. With astute planning & careful management the Emperor may indeed sip his green tea by Sydney Harbor! $100.00

3W **"SCRATCH ONE FLAT TOP!"** **/#
A simulaton of the battle for the Coral Sea, the first naval engagement that relied on search-planes for target aquisition, & dive-bombers for firepower - the opposing ships never physically saw each other. Mechanics include fuel limitations, weather fronts, critical decisions on search patterns, land-based air, submarines, shore bombardments, and more. Contains 10 scenarios, 200 counters, and 2 movement/search maps. This game is normally Normally $50.00 $15.00

VIC **TOKYO EXPRESS**
A solitaire game of desperate nightly naval battles fought off Guadalcanal in '42. The US Player must select and employ task forces to hunt down Japanese merchant ships, but must be wary of prowling enemy warhips. Five nightly major surface actions were fought between August and November, between these Japanese "Tokyo Express" runs, and the blockaiding US warships. With 3 levels of complexity, a 2 player game option, 676 counters, 1 22"x32" map, 120 cards. $80.00

AH **VICTORY IN THE PACIFIC 2nd Edition** */#
Ideal for beginners or for those who want a quick-playing campaign with generous lashings of dice tossing, & where slugging a cold brew or two (or more) won't be detrimental! This very entertaining game starts with the Pearl Harbor raid in 1941, when the Japanese fleet was irrepressible, & ends in 1945 by which time Allied naval strength had burgeoned dramatically. Play revolves around the capture of ports and airbases, accumulating points of control, and blowing the steamin' faeces out of everything afloat! Components include 169 large counters (individual battleships, carriers & cruisers), lots o' markers, and a 22"x28" mapboard (area movement). Recommended. $55.00

Post World War II

AVA **ACQUIRE Deluxe Edition** */#
Not really a wargame, but I thought I'd put it here anyway. Acquire is a famous and popular game that has been re-released by Avalon Hill in a deluxe edition. It is a game of empire building. Each player builds and strategically manipulates hotel chains. As each group grows, players invest in them, merging smaller ones into more dominant chains to collect bonues in a calculated race to acquire the greatest wealth. Supplementing this time honored basic game are the addition of five new variations to provide new challenges to veterans of the financial wars. With 14x22" color mounted mapboard, 3 sheets of hotel counter sheets, 7 sets of stock certificates, play money, etc. $60.00

AVA **AIR BARON** */#
A fast paced business strategy game that lets you build the biggest and most profitable airline in North America. Players compete for control of the 58 busiest airport markets in the US and 16 major foreign markets. Profits are made every turn, and anyone can get lucky and shoot ahead. Should you try to dominate a hub? Spread out to other hubs? Deploy Jumbo jets to increase profits? Take control of a foreign market? Or declare Fare Wars and go all out for market share. Includes lovely mounted mapboard, 36 plastic planes, play money, simple rules, two counter sheets. Good quality game. $75.00

3W **CHINESE CIVIL WAR** **/###
A fascinating study of a guerilla army pitted against a convential one. Clear one province of guerillas and they'll pop up in the next one, redeploy your troops and they will reappear in the areas you just cleared. You may win the battles, but the guerillas may win the war. This is a demanding and taxing game - can you handle the pressure? 34" x 22" full color map, 200 counters. $35.00

GMT **CRISIS SINAI 1973** **/###
In 1973 the Egyptians launched an all out attack across the Suez Canal against Israel. After their crushing victory of 1967, the Israelis had been totally confident that they would repel this attack with ease. However, they lost 300 tanks in three days and their airforce was mauled badly by new Soviet SAMs, seen here for the first time. Somehow, the Israelis managed to win, through a combination of guts, genius, and superior mobility. But they could have easily lost. This boardgame places you in the shoes of each protagonist. Can you, as the Egyptian player, achieve what they almost achieved? With 720 counters, 22x34" map, 5 scenarios, 2 campaigns, etc. $75.00

AH **IDF - Israeli Defense Force** **/##
Uses the MBT game system to recreate battles fought by the Israeli Defense Force during the 1967 and 1973 Arab-Israeli wars. Contains heaps of info on the arms & equipment, and organisation on Israel, Egypt, Syria, Iraqi, and Jordan. Vehicles are US, British, Czech, French, and Soviet. Has 524 counters, 4 mounted mapboards, 32 data cards, & reference sheets. $90.00

VIC **VIETNAM 1965-1975** ****/#
A demanding simulation of a complex war, with 9 scenarios & a grueling campaign. The rules include a detailed treatment of movement & terrain, search & destroy operations, special forces, firepower, airmobility, riverine craft, limited intelligence, auxiliary units, South Vietnamese Politics, morale & commitment, strategic bombing, pacification, recruiting, hot LZs, free-fire zones, patrol ops, naval gunfire, and much more. Players require dedication & skill to achieve victory, as the rich game mechanics realise the manifold difficulties that the plagued both the combatants and their leaders. Components include 780 counters (divisions, regiments & battalions) and two 22"x32" maps. $60.00

TGI **YOM KIPPUR** **/###
In 1967, the Israeli Defense Force scored a decisive victory against the combined forces of Egypt, Syria and Jordan. Israel controlled the strategic Suez Canal and the desert wastes of the Sinai. The Arab world vowed revenge. Six years later the forces of Egypt and Syria attacked Israel again. This time the Egyptians worked out a special plan to cross the canal and backed up the plan with better prepared, trained, and equipped troops - and armed with a new weapon, the Sagger Anti-Tank missile. This is a game of the crossing and the bitter fighting along the banks of the Suez Canal. Both players must position themselves to be able to win when a cease-fire occurs. With a 22x34" map, 280 color counters, series and game rules, 6 scenarios from 3 - 10 hours each, etc. $55.00

World War III

AH **FIREPOWER** ***/##
Quite a detailed skirmish-level game of modern infantry squads in the urban & wilderness envrionments. Features 3 levels of rules complexity, covering multi-level buildings, bunkers, variable movement speeds, wea-pon reliability, mines, canister & flame weapons, body armour, prisoners, target-height by posture, spending leg-movement factors on variable actions, & more. Each soldier is individually rated for 9 personal character-isitics, weapons skills & equipment carried. Includes squad organisations for over 50 nations, 216 counters (representing single soldiers), & four 8"x22" mapboards (5 yards per hex). $60.00

VIC **FLASHPOINT: GOLAN!** ***/####
The fifth Arab-Israeli war begins around the Golan Heights and the Jordan River Valley. A Scenario Generation System determines the parameters of this conflict in a random, yet logical fashion - victory conditions, allied-nation support, UN action & superpower intervention are all variable. The mechanics feature battlefield salvage, cruise missiles, engineers, special munitions, amphibious operations, artillery ammunition depletion, etc. Includes two setpiece campaigns (involving Israel, Jordan & Syria), 780 counters (regiments, brigades & battalions), plus two 22"x32" maps (4kms per hex). Originally $80.00 - please - buy a copy & give it a home! $35.00

AH **FLIGHT LEADER** **/###
Air combat simulator for 2 to 8 players, covering historical & hypothetical engagements from 1950 Korea to 1990's Europe & Middle East. There are 3 levels of rules complexity, covering crew experience, gunnery combat, basic/advanced/optional maneuvers, sun glare, cloud cover, umpired games, ECW warfare, campaign play, etc. Includes stats for over 100 aircraft, national air force lists, and 24 scenarios, with a DYO section. Each aircraft has a status card to record throttle, target acquisitions, ammunition/fuel expenditure, altitude, speed, & maneuvers. Com-ponents feature 520 counters, and an outstanding 22"x32" mapboard (1km per hex). $50.00

WES **JUNTA** */#
Who will be the next El Presidente of La Republica de los Bananas? It could be you...but you need millions of pesos - shall you assassinate the Admiral and steel the money from him? But assassins cost money, but with the Monarchists on your side, you just scrape up enough. Now to find the Admiral. Is he at home, with his mistress, or at the bank? But someone else is elected El Presidento and you initiate a military coup as you try to take over the title of El Presidento by force. For 2 to 7 players, with 160 counters, 72 cards, play money, dice, map, etc. $55.00

AH **M.B.T.** **/##
Excellent tactical game of combined-arms combat in Europe. There are 3 levels of rules complexity, covering thermal sights, AT guns, missiles, artillery barrages, variable ordnance capabilities, gunships, minefields, smoke, entrenchments, camouflage, air support & mobility, unit integrity, troop quality & doctrine, command-control, and more. Features platoon, company & battalion organisational tables for Germany, Russia & the U.S. Components include 436 counters (infantry squads, heavy weapons teams, plus individual vehicles, aircraft, helicopters & towed guns), four 8"x22" mapboards (100 meters per hex), plus 28 double-sided weapon system cards, each detailing movement, firing & hit locations. $70.00

Science Fiction

BattleTech

FAS **BATTLETECH 3rd Edition** **/###
By the 28th Century, mankind had spread civilization to hundreds of worlds, spanning hundreds of lightyears out from Earth. But then began the Succession Wars, horrible conflicts which destroyed technology and human life without precedent. By 3025 AD, war had reduced very much to attrition - great 10 meter tall war machines called BattleMechs ruled the battlefields, but once destroyed, were not easily replaced. Hence the Mechs on the field were mostly decades old, patched up time and time again, just to keep them in the field. The few factories not destroyed in the Wars turn out a pitifully small number of new mechs.

Enter the world of BATTLETECH, where men & women piloting these great machines fight desperate battles over these few production facilities, neighboroughing space, and limited water reserves. The Mechs are true titans, unequalled by any prior technology, each bristling with enough weapons to destroy a modern day tank battalion, soaking up their punishment with sophisticated ferro-fibrous armor and titanium frames. This 3rd edition comes with a 56 page rulebook (updated to the BATTLETECH COMPENDIUM) that covers heat build-up, piloting skills, critical hits, physical attacks (punching, etc), movement, combat, etc. It also has 4 scenarios, details on the Successor States, Mercenary Companies, Bandit Kings, MechWarrior Families, `Mech anatomy & Regimental organisations.There are two 22"x17" maps & 14 plastic miniatures: BattleMaster, Archer, Shadow Hawk, Griffin, Thunderblt, Rifleman, Wolverine, Marauder, Wasp, Ph Hawk, Locust, Warhammer, Stinger & Crusader, direct castings of Ral Partha Mechs! $40.00

FAS **BATTLETECH 4th Ed** **/###
BattleTech has now been released as a 4th Ed. This contains no new rules, merely different contents. This boxed set contains an Introduction to BattleTech book, 32pages of full color containing QuickStart Rules and universe background, two color map sheets, a 48 pages rulebook, a 32 page record sheet book, 144 full color tiny insignia stickers to stick on your mechs legs or counters, dice, and 48 full color stand-up mech counters, being two each of 24 types. The advantage of this set over the 3rd Ed is simply that you do get 24 different mech types, and two counters of each, whereas the 3rd Ed only gives two each of 14 types of mechs. However, because 3rd Ed has plastic miniatures, we are still offering that set as well. This one is... $45.00

BattleTech Compendium: The Rules of Warfare Contains all the rules needed for Battletech, for Mechs, vehicles, and infantry, and optional and advanced rules, mech construction, a miniatures conversion, etc.. All rules clarifications or changes are marked in the text, so experienced players can find them at a glance. Features stunning full color computer graphics of mechs, jump ships, elementals, etc. Also has some new mechs: including a new Axeman with twin LRM15, a Clan Hunchback IIC with jump jets and twin Ultra AC/20; a map of the Innersphere. $29.00

BattleLance Miniatures Rules This is not a FASA product. This is an update on the fast-play BattleTech miniatures rules that are contained in White Metal. These rules are 32 pages long, & you must have the BattleTech Compendium to use them. They allow players to use from 16 to 30 mechs each. There is no paper record keeping. All damage is recorded with D6s, as all units take six hits. Counters record overheating. The rules include army lists that list all the mechs & vehicles which are used by each of the Houses and Clans, Comstar, and Wolf's Dragoons. There are also comprehensive rules which cover all aspects of Clan Rules of Conduct, such as Zellbrigen and bidding. $4.00

BattleTech Field Manual: Draconis Combine Contains extensive info about all aspects of House Kurita's military. Every BattleMech Regiment of the DCMs is described in detail, including their history, officers, and tactics. Special rules reflecting the unique abilities of each regiment are included as an optional expansion to BattleTech games. Also features new weapons, equipment, and Battlemechs. $32.00

BattleMechs Contains the 14 plastic miniatures contained in the new 3rd Ed BattleTech. They are direct castings of the Ral Partha metal figures. $10.00

BattleTech Map Set #2 8 22"x18" maps: scattered woods, city ruins, desert hills, mountain lake, river valley, lake with woods, plus the Citytech & Battletech maps. $27.00

BattleTech Maps Set#3 Contains eight 18"x22" mapsheets depicting two each of: desert mountains, desert sinkholes, rolling hills, and city (residentual) hills. $27.00

BattleTech Map Set #4 Contains eight more 18"x22" mapsheets, featuring two each of heavy forest, city streets, large

lake, and a drainage basin. $27.00

BattleTech Recognition Cards 160 mechs, each with their own card, full color, all relevant game stats, color key which breaks mechs into 3025 & 3050 or Clan, & weight class. Each mechs is also given it's Mechforce combat value. $36.00

BattleTech Tactical Handbook An advanced rules supplement for BattleTech. It provides advanced rules and equipment that enable players to add new depth and intensity to their games. Guidelines for creating long-term campaigns and double blind games, formulas for calculating the combat values of all BattleTech unit. It contains new weapons designed to deal with the Clans, such as Extra Long Range Missile Launchers, and a new level of tournament play, including using sensors, hidden movement, etc. $19.00

Black Thorns Based on the events in the novels *Main Event* and *DRT*, this book includes a history & game info of the Black Thorns. $16.00

CityTech 2nd Edition This boxed set contains a rulebook that adds rules for fighting in cities, using infantry, and using armor. (These rules are also found in the BattleTEch Compendium: The Rules of Warfare). There are 16 plastic mechs which are conversions of the Ral Partha metal kits: being Victor, Centurion, Orion, Javelin, and Clan Uller, Black Hawk, Mad Cat, & Daishi. All are one piece castings. There are also 2 sheets of full color counters representing infantry, buildings, vehicles, fire, and smoke. $45.00

CityTech Plastic Mechs We are also selling separately the 8 plastic mechs found in the CityTech boxed set. The 8 mechs are: Orion, Victor, Centurion, Javelin, Uller, Black Hawk, Daishi & Mad Cat. All are conversions of the Ral Partha mechs. $10.00

Comstar Sourcebook Examines the reclusive information power-broker of the Inner Sphere, and its military splinter sect - the Word of Blake. Includes new `Mechs. $24.00

Day of Heroes A campaign pack giving scenarios to recreate the battles fought by Alex Carlyle in theye March Rebellion, as see in Blood of Heroes novel. This module also finishes off the novel BLood of Heroes, which ended without resolving the combat situation. $17.50

Explorer Corps Explore the uncharted reaches of space as a member of the Explorer Corps looking for the Clan homeworlds. Players encounter unimaginable dangers on strange worlds. Has info about space travel, rules for creating new worlds; and the history of the Explorer Corps. Due Jan'97. $19.00

First Somerset Strikers A sourcebook detailing the BattleTech animated series of thirteen episodes which has already been a smash hit in the US. Every character, Mech, & vehicle of the show is detailed in this book. $29.00

Invading Clans The 3rd sourcebook on the Clans, this one detailing the rest of the Clans to invade the Innersphere. Included are Smoke Jaguars, Nova Cats, Diamond Sharks, & Ghost Bears. For each Clan there is history and background, explaining what made the Clan be what it is today; unit rosters, new Omni and 2nd Line Mechs. $29.00

Luthien Scenario pack on the entire Clan invasion. $19.00

Mech Record Sheets 3025/3026 The second in the series of all new books that provides pre-generated BattleTech Record Sheets for the BattleMechs and vehicles described in the Technical Readouts 3025 and 3026, including known variants and alternate configerations, with the game info on all weapons & equipment appearing on each sheet. $29.00

Mech Record Sheets 3050 Provides more than 250 filled out record sheets for Battlemechs, tanks, hovercraft & VTOLs from the BattleTech Technical Readout 3050. Includes variants and alternate configerations, with the game info on all weapons & equipment appearing on each sheet. $29.00

Mech Record Sheets 3055/3058 More than 250 filled out record sheets for the battlemechs, tanks, hovercraft and VTOLs described in BattleTech Technical Readouts 3055 & 3058, including variants and alternate configerations. As an added feature, the game information for the relevant weapons & equipment is printed on each record sheet! $29.00

Technical Readout 3025 Revised Printing Includes game statistics, technical backgound, and an illustration for 55 `Mechs variant s, plus conventional vehicles, combat aircraft, etc. This revised priting also includes the mechs from Readout 2750, which is being dropped. Due Nov. $24.00

Technical Readout #2 3026 Vehicles & infantry combat equipmt. $24.00

Technical Readout #3 2750 Earlier `Mechs & conventional wpns. $17.50

Technical Readout #4 3050 The Clan OmniMechs, Omnifighters, Battlearmor, and all the standard Innersphere mechs now using the new technology. $24.00

Technical Readout #4 3050 Revised The Clan OmniMechs, Omnifighters, Battlearmor, and all the standard Innersphere mechs now using the new technology. Also includes the 2750 Tech Readout as well as being re-formatted. $24.00

Technical Readout #5 3055 Illustrations (some in colour), descriptions & stats for Inner Sphere `Mechs, Clan OmniMechs & Omnifighters, 2nd-line `Mechs, and refits! $24.00

Technical Readout # 6 3057 Dropships, Jumpships, Warships With Battlespace came a new age of space combat and technology. Both the Innersphere and Clans are rapidly building up their inventories in expectation of the renewel of war. All the latest dropship, warships, jumpships and aerospace fighters are covered here. Includes Battlespace rules clarifications & record sheets. $24.00

Technical Readout # 7 3058 Tanks, mechs & more! Incredible discoveries of ancient, long buried Star League records have uncovered dozens of BattleMech and vehicle designs thought lost to antiquity. Re-tooled for the 31st century, these blueprintss have produced the latest and most effective weapons in the Inner Sphere's struggle against the Clans. Illustrations, descriptions and game stats of new Clan Mechs, and new Innersphere mechs and vehicles. $29.00

The Falcon & The Wolf Scenario pack that pits Clan against Clan. The battles featured in Bred for War and I am Jade Falcon are included, as well as many others that feature the epic Trial of Possession between the Wolf and Jade Falcon Clans. Includes special Clan rules regarding trials. $16.00

The Fall of Terra Oh no! Those loonies from Comstar who set up in House Marik territory and called themselves Word of Blake, take advantage of everyone else's attention being on the Clan-Innersphere conflict, and launch a multi-front blitzkrieg offensive on the Earth - going head to head with the Com Guard garrison. This book reveals who wins this deadly battle. $19.00

The Periphery Beyond the Inner Sphere lies the vast region of space known as the Periphery. Pirates raid the spaceways as countless kingdoms struggle to maintain their independence. Alone, these kingdoms have little effect on Inner Sphere politics, but together, they are a crucial element in the balance of power. Covers armies, people, worlds. etc. $29.00

See MECHWARRIOR (in the Roleplaying section) for more BATTLETECH products & novels.

Car Wars

STE **CAR WARS CLASSIC** */#

A game of the freeways of hte future - where the right of way goes to the biggest guns. Players choose their vehicles - complete with weapons, armor, power plants, suspension, and even body style. Then its to the road to become an ace or to crash and burn. As you survive battles your abilities improve, and you earn money to buy bigger and better cars. And the biggest attraction of all is the design rules, where you can customize your own cars, trucks, and cycles, within design parameters. 103 oounters, 2 sided map rules. $20.00

CAR WARS COMPENDIUM 2nd Ed 112 page softcover book including all the rules from Deluxe Car Wars through to Boat Wars, newly organised, illustrated and indexed for easy access. An eight page charts and tables insert makes car design and play easier. $35.00

STE **CAR WARS DELUXE** */#

This boxed set weighs a ton! This complete game includes all the rules from Car Wars Classic, but has extra maps and counters, as well as road sections printed on sturdy cardstock. Cars, cycles, vans, ten-wheeled trucks, trailers, semi-rigs, 3 wheelers, and helicoptors - combat on the freeways, in the arenas, and even off-road duelling - its all here. Also includes the complete 2nd Ed Car Wars Compendium as described above, and a bonus supplement. (The box I looked in had the complete AeroDuel. Pretty good deal if you ask me!) $45.00

MAY **COSMIC ENCOUNTER** */#

One of the most popular Sci-Fi boardgames of all time. It is a fast paced social game in which you are an alien determined to conquer the universe. Like other aliens, you have a unique arcane power that allows you to break one rule of the game all the time. Play is totally varied - there are 9,000,000,000 different ways for the Alien Powers to combine, and the ever shifting alliances keep the game action packed and out of this world. With 170 game cards, 7 mapboards of the cosmos, hyperspace cone, 48 alien powers, rules, etc. $38.00

TAS **FEDERATION & EMPIRE (DELUXE)** ***/##

A comprehensive campaign set in the STAR FLEET BATTLES universe - the Coalition (Klingon, Lyran & Romulan) wage total war with the Alliance (Federation, Kzinti, Hydran & Gorn) for galactic supremacy. Mechanics include cloaked movement, fleet repair docks, convoys, battle intensity, capturing ships, carrier groups, PF flotillas, neutral races, scouts, maulers, supply, provincial & planetary income, deficit spending, shipyards, ship conversions, the Klingon B10, Orion Pirates, planetary defenses, and the Tholian Web. Components include an 80 page rule/scenario book, 1512 counters (individsual ships & squadrons), plus two 19"x23" maps (1,630 light years per hex). An impressive game that incorporates brutal tactical duels, sweeping fleet maneuvers, and economic strategy... $99.00

CARRIER WAR Expansion for F&E, with Federation SWACs Electronic shuttles, individual carrier and escort counters, Klingon swarm attack groups, setup charts for scenarios, two major scenarios, the 2nd can be a huge campaign. 48 page rulebook, 324 counters, 32 p setup. $35000

SPECIAL OPERATIONS Includes stasis field generators, electronic warfare, light tugs & tug pods, auxiliary carriers, & two scenarios. With 324 counters, 16 page rules, 6 charts, and a special scenario mini-map. $19.00

MARINE ASSAULT Marines may seem out of place in a sweeping game of strategic space combat, but not so. Marines are part of the combined arms team and are one way to destroy those fixed defenses that stand between you and the planet you want to attack. Covers marine assaults, special attack forces, monitors, prime teams, six scenarios, 432 ctrs. $26.00

DP9 **MINI HEAVY GEAR** */#

This is just like the MINI CAR WARS that was released a few years ago. This is an introductory level game of Heavy Gear (based on the wargames rules found in the RPG. It is a simplified system but keeps all the flavor of the game, so is easy to learn and to play. This is a complete game, with glossy full color map, 8 glossy full color back to back Heavy Gear mecha counters, for two types of Heavy Gear, including several variable weapons systems. You need a few 6 sided dice to play. $3.95

BUF **NUCLEAR WAR** */#

A beer and pretzels, tongue in cheek game that takes off the Cold War. It is basically a card game which includes international diplomacy, propaganda, and potentially, nuclear holocaust. 2 - 6 players engage in touchy negotiations until a warmonger pushes the button. Easy to learn and fast to play. But if everybody is wiped out in a holocaust, nobody wins. Includes 100 cards, with warheads, missile & anti-missile, secret & topic secret, propaganda; 40 population markers, rules. $45.00

NUCLEAR ESCALATION

A stand alone card game, which can also be combined with *Nuclear War* if desired. It follows the same basic format, but adds new cards and tactics, such as space platforms (for purposes of peace, of course), supervirus, spys, cruise missiles, etc. With 108 + cards, bomb die, player mats, etc. $45.00

NUCLEAR PROLIFERATION

Also a stand alone card game, which can be combined with the previous two games. You choose which farcical country you play, use its special powers, secrets, top secrets & propaganda, and try to take over the world. New weapons/cards are stealth bombers, subs, scud missiles, atomic cannons, patriot missiles, saboteurs. A lesson in the futility of atomic warfare. $45.00

NUCLEAR WAR BOOSTER PACKS Each booster pack contains 8 cards randomly inserted from a range of 47 all new cards. You can use these additional cards with Nuclear War, Nuclear Escalation, or Nuclear Proliferation. Pack $0.75 ea

STE **OGRE/GEV** */###

Its back! Contains two complete games, OGRE and GEV, but you can also use the units or map from one game with the other. In OGRE one player has a force of infantry and conventional armor and a command post to defend. The other player has just one unit - the giant Cybernetic tank called an Ogre, but it is an even match. Advanced rules allow for solitaire and multi-player games, and allow concealed units, mines, and Self-Destruct. The second game is GEV, which focuses on fast moving hovercraft and their effect upon futuristic combat. With back to back counters, simple fast moving rules, & 2 sided map. $20.00

STE **OGRE MINIATURES RULES** **/##

We'll put this into the Miniatures Section of the catalog in the next catalog. Contains everything you need to recreate miniature battles set in the Ogre universe, historical background, rules, scenarios, and tables with which to design your own units. A fast playing and deadly system. $30.00

WIZ **ROBO RALLY Revised Printing** */#

A unique and highly amusing board game designed by Richard Garfield, the designer of *Magic the Gathering*. The game is set of a distant planet which is an automated factory world that manufacturers widgets. But the robots maintaining the factories are bored, and they accidently discover a way of occupying themselves. One robot suffers a malfunction and scurries through a grid manufacturing centre, where it was spun about by conveyer belts, fried by industrial lasers, until it was finally converted into a widget. Twelve seconds later, the robots held the first "robo-rally", where a number of robots with the intelligence of your average door knob, raced across the deadly,

ever changing factory floor. Game play involves giving your robot a sequence of program cards to direct it to the finishing line, but other robots, random laser shots, changing conveyer belts, and bottomless heating shafts all make the race rather unpredictable! Includes 8 pewter robots, 6 mounted, interchangable mapboards, 84 program cards, 26 option carsd, rules & counters. $70.00

ARMED & DANGEROUS
Contains six more stunning mounted mapboards, 26 option cards representing drones, missiles, self destruct, mines, teleporters, etc. A manual that describes the exact specifications of the new options and board elements, and an assortment of counters enhance game play. $60.00

Silent Death The Next Millenium
Now in the Miniatures & Miniatures Rules Section: Page 54

Space Hulk

GAM **SPACE HULK** **/###
Perhaps the most popular Science Fiction boardgame of all time has just been re-released in an all new, updated version. Set in the depths of space, vast derelict space craft drift ever closer toward the Imperium. Clad in mighty Terminator armor, the Space Marines board these derelict hulks and come face to face with the greatest threat to the Imperium - hordes of ravenous Genestealers, sent by their Tyranid masters to subvert mankind. There is a book with 48 missions set out in color, and the Space Marine player must attempt to complete the wide variety of missions, with a time limit and limited initiative. The Genestealer has unlimited resources, and usually ends up swamping the Marines. Can you succeed? With 10 plastic Terminators that are honestly better than the metal ones, 20 Genestealers, simple 32 page rulebook, 48 page mission book, 54 interlocking board sections, countes,24 space hulk doors, banners & transfers, and 7 dice. The quality of the components is nothing but exceptional. Excellent! $90.00

Star Fleet Battles

TAS **Star Fleet Battles Captain's Ed Basic Set** ****
This boxed set contains a 224 page rulebook (with an introductory section), a 24"x20" starmap, 216 aounters and a 48 page SSD book (vessel stats). SFB is a serious, sprawling multi-player starship slugfest of a campaign where seven galactic empires compete in the exploration & conquest of space. The rulebook covers movement, combat, direct-fire weapons, seeking weapons, drones, plasma torpedoes, ship's systems, power systems, shuttlecraft, mine warfare, terrain (asteroids, black holes, etc), raceial backgrounds, scenario play (with 18 scenarios, including 4 against space monsters!), campaign play & designer's notes. $60.00

SFB ADVANCED MISSIONS Boxed rules expansion that contains a 192 page rulebook that covers (take a deep breath...) erratic maneuvering, catastrophic damage, passive fire control, surprise, advanced drones, the deadly mauler, new mines, rapid-fire plasma guns, super computers, elite crews, legendary commanders, gravity waves, ion storms, supernovae, 3 new monsters, 20 scenarios & more! There is also a 144 page SSD book (for over 100 new ships), 216 counters. $50.00

CAPTAIN'S LOG #9 80 page book containing story, weapons, scenarios, map, tactics, & 4 new carrier SSDs. $17.00

CAPTAIN'S LOG #10 80 page SFB annual, features a short story, 5 scenarios, another look at special tactics, 4 new Hydran SSDs, lots of FEDERATON & EMPIRE stuff, etc. $17.00

CAPTAIN'S LOG # 11 80 pages: scenarios, tactics covering Tholians & Maulers, two new X-Ship SSDs, a most amusing article on how the Klingons view the Federation,etc $17.00

CAPTAIN'S LOG # 12 A preview of the Early Years, new SSDs, scenarios, articles, fiction, play aids, & a report from the winner of the SFB tournament at Origins. $17.00

CAPTAINS LOG # 13 80 pages of fiction, scenarios, new SSDs. $17.00

CAPTAINS LOG # 14 80 pages of articles, scenarios, new SSDs, fiction, etc. $17.00

CAPTAINS LOG # 15 80 pages with a story on Kzinti commandoes assaulting a Lyran command cruiser, a section on Hydran tactics, four new tournament ships, rules for Jindarians in Prime Directive, a timeline, lots of scenarios, & stuff for Federation and Empire. $17.00

CAPTAINS LOG # 16 A 112 page book containing fiction - a hostage rescue in Tholian space; tactices for using X-ships; four new maulers, Fed DDX, Klingon D5XD, Jindarian shipyard cruisers; scenarios, stuff for Fed & Emp, and 16 pages of Frax SSDs. $26.00

CAPTAINS LOG # 17 With a brief history of the General War, a seminar on tactics, four new ships, new cadet ships; the Acturians in Prime Directive; painting guides for the new range of miniatures, heaps of challenging new scenarios, etc. $26.00

CAPTAINS MODULE F1: THE JINDARIANS A brand new race for SFB - this time a race of aliens who live in hollowed out asteroids, which also serve as their space ships. With a 48 page rulebook covering rail guns, anti-transporter fields, variable ships designs, etc. 13 new scenarios, new systems for all races, 48 page SSD book, & 216 counters. $27.00

CAPTAIN'S MODULE J: Fighters With new rules (chaff packs, shuttle bay explosions, aegis fire control, Warp booster packs, ace pilots, dogfighting, multi-role shuttles, heavy fighters, fighter pods, rail-launched anti-drones, etc), 2 new drones, 47 SSDs (carriers, escorts, auxiliary carriers & fighters), 22 scenarios, 324 counter, & a new space monster! $35.00

CAPTAIN'S MODULE K: Fast Patrol Ships Contains new rules (leaders, suicide PFs, crew quality, engine burnout, etc), 29 PF Tenders, PF docking modules, 12 PFs (some new), the Fed' Heavy Drone Fighter, 9 scenarios, 324 counters, & a new space monster! $35.00

CAPTAIN'S MODULE P6: Galactic Smorgasbord With two new races from SFB history: The Paravian with their Raptor Light Cruiser with its fiery Quantum Wave Torpedoes, trying to kill Gorns or die trying; the subject race of the Vudar Enclave rebels against the Klingons and rampage with War Destroyers that use powerful technology to defeat their foe. Also new scenarios, new ships, new weapons, etc. $17.00

CAPTAINS MODULE X1: X-Ships The most powerful starships in the galaxy clash in the titanic final battles of the General War. Has a 64 page rulebook with advanced systems: rapid pulse phasers, fast-arming heavy weapons, deadly new drones, Stinger X-fighters, faster acceleration. 16 new scenarios from the General War through the decisive battle between a Federation X-squadron and the just completed Andromedan Devastator. Also 96 page SSD book, 108 counters. $35.00

CAPTAIN'S SSD PACK Contains all the SSD's from the CAPTAIN'S EDITION Basic Set, Advanced Missions, plus MODULES C1 & C2. SSDs for over over 300 ships. $40.00

Master Annex File All of the juicy details of every ship and fighter, completely updated and re-organised for easier player access. Also a Master Ship Chart with over a thousand ships, listed by crew, marines, BPV, spare shuttles, rules references, year in service, turn mode, explosion strength, command rating, etc. $16.95

MODULE C1: New Worlds I Details the weapons, ships & history of the Hydran King-dom (Hellbore Cannon), the Lyran Star Empire (Expanding Sphere Generator) & the Wyn Star Cluster. Includes 63 SSDs, 108 counters, 5 scenarios, plus Master Ship Charts. $26.00

MODULE C2: New Worlds II Details the weapons, ships & history of the Andromedan invaders, the Neo-Tholian Squadron (with their web snare & web fist), and the Interstellar Concordium. Contains 9 scenarios, Master Ship Charts, 47 SSD's, 108 counters. $26.00

MODULE C3: New Worlds III The LDR, Seltorians, rules, scenarios, & new counters. $29.95

MODULE C4: Fleet Training Centre Fleet HQs of each race in SFB have created Simulator Races to test their new captains. Nine of those races are given here: Frax, Sharkhunters, Qaris, Triaxians, Barbarians, etc. With new ship types, new weapons, etc. Includes 216 counters and two books, a 96 page SSD book and a 96 page book of rules. $42.50

MODULE M: Star Fleet Marines The toughest hombres in space storm through the airlocks and blast the enemy. Whether on a base, starship, or planet, the Marines will teach the enemy a lesson they won't forget. Includes rules for conducting ground combat, rules for boarding parties, including boarding diagrams for all the major warships types of the main races; rules for transporter artillery, 62 new SSDs with commando ships, ground assault ships, troop transports, & 16 new scenarios that portray every aspect of marine action, & 216 counters. $37.50

MODULE R1 Starbases, battle stations, base modules, freighters, etc. $30.00

MODULE R2 Lots of ships, some of `em new: 40 Federation, 30 Kzinti, 10 Orion, and 3 An-dromedan. Also includes SSDs, 9 scenarios, 216 counters & Master Ship Charts. $30.00

MODULE R3 Another collection of ships, again some are new: 35 Klingon (with 4 new pods), 26 Lyran, 22 Hydran, & 2 Wyn. Includes SSDs, 6 scenarios, & 216 counters. $30.00

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MODULE R5 Battleships Covers battle carriers, battle control ships, space control tugs, heavy command cruisers, new heavy cruisers, and a lot of ass-kickin' Battleships, like the Klingon B11. With 15 scenarios, SSDs, 108 counters & a mini-poster! $27.00

MODULE R6 The Fast Warships Brings a new fast-paced excitement to SFB with the introduction of Fast Cruisers, Heavy War Destroyers, Mobile Carriers, Fast Supply Ships, Police Flagships, 95 new ships & their SSDs, 10 new scenarios, 216 counters, 64 pages of rules. $50.00

MODULE S1: Scenario Book #1 51 scenarios & a 19"x23" asteroid-belt map. $19.00

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MODULE T: TOURNAMENTS 1996 Tournament rules, 16 balanced tournament ships, tournament ideas for DF&E, Prime Directive, Star Fleet Missions, etc. This 1996 version includes new rules and new SSDs. $22.50

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TACTICS MANUAL 112 page sourcebook on winning battles. Covers power allocation, weapons, maneuvers, racial tactics, and exotic subjects (cloaking, EW, mines, etc). $26.00

STAR FLEET BATTLES MINIATURES

TAS5301	Federation CA	$11.95
TAS5302	Klingon D7	$11.95
TAS5303	Romulan Warbird (2)	$11.95
TAS5401	Starter Set	$30.00

(Fed CA, Klingon D7, Warbird, 2 x Tholian PC)

The following are strictly limited edition starships. Once gone, we can't get anymore.

TASLE2222	Andro Python & Conquistidor	$12.95
TASLE2223	Klingon Tug	$16.95
TASLE2224	Gorn DN	$11.95
TASLE2225	Kzinti Tug	$14.95
TASLE2226	Starbase	$14.95
TASLE2227	Hydran CL & FF	$14.95
TASLE2228	ISC DN	$14.95

Fantasy

TSR **DRAGONSTRIKE** */#
An easy to play new boardgame which comes with a Video tape (in PAL: this is the UK version), which gives a 30 minute live action & computer animated adventure which sets the tone of the game. There are two massive double sided mounted mapboards, 100 full color playing cards, and 24 plastic Ral Partha miniatures. There are 16 adventure scenarios which use all four settings: a foreboding castle, dangerous dungeon, mysterious forest, and dragon's den. Special $45.00

AH **MAGIC REALM 2nd Edition** ****/###
Heroic pulp fantasy for 1 to 16 players - each of whom controls a major character whose base ambitions involve being filthy rich and powerful. Rather complex game mechanics include special character abilities, a comprehensive combat system (involving fatigue, direction of attack, fighting maneuvers, etc.), solitaire play, commerce, artifacts, the five colours of magic, hirlings, character purchases & caching, healing, etc. Components feature 20 colour land tiles (used to create variable terrain settings), 121 cards (spells & treasure) and 476 counters (a host of monsters & various equipments). An epic campaign game of perilous adventure. $60.00

STE **KNIGHTMARE CHESS** */#
An extremely popular excessory for the game of chess. This box contains 80 dark and beautiful cards, featuring art by Rogerio Vilela, and simple rules. You must have a chess set to play. You play chess as normal, but every turn a player takes a card as well as moving a piece. The card may tell you to rotate the board 90 degress, for example, and suddenly all your pieces have to move in a different direction! You can also play card's on your opponent's moves - making things really chaotic! $30.00

PRE **SLASHER** */#
A terrifyingly funny card game of B-grade horror films. Three to six victims have been invited to dinner in the Manor House. But the Ifie has gone out of the party. Now you must face a maniacal slasher and worse, a bad script that gives you the short end of the chainsaw. Playing time is 90 minutes. $30.00

AH **TITAN** **/#
A ripsnorting fantasy slugfest for 2 to 6 players, each of whom becomes a Titan vying for domination. These Titans move about the abstract 16"x22" Masterboard trying to muster the largest legion of fantastic beasties - in each terrain-locale on the Masterboard a new critter can try to be be coerced into a legion. When opposing legions clash on the Masterboard play is transfered to one of eleven 8"x11" Battleland maps (dependent on the terrain-locale in which they collided) where a tactical brawl develops. With every victory a Titan becomes more powerful, and may continue to attract recruits. As you can read, this is little more than a glorified, dice-flingin', beer-guzzlin', splatterfest frenzy, but it's fun! The mechanics are simple, and include teleportation, rangestriking, summonong angels, etc. With 621 large, attractive counters. $65.00

GAM **TALISMAN 3rd Edition** */#
The all new and completely revised Talisman, now presented in one of Games Workshop's "big" boxes. It is a game played in a mythical world of dragons and sorcery. As a wizard, warrior, elf, dwarf, or one of seven other characters with special powers, each player must set off on a quest to find the Magic Talisman. The journey will be filled with danger - monsters, traps, and evil beings are awaiting to defeat your character. With skill and luck you will survive to find the Crown of Command the greatest treasure of them all. This game contains a mounted gameboard, 11 miniatures, 11 character cards, 129 adventure cards, 30 spell cards, 40 purchase cards, tower, talisman, toad cards, over 100 counters, 32 coins, etc. A good fun romp. $90.00

TALISMAN DUNGEON OF DOOM
Two brand new board sections to expand Talisman. Enter the dark and terror haunted dungeon of the Lord of Darkness and journey to the perilous mountain realm of the Eagle King. With two brand new sets of adventure cards, you can pit yourself against powerful new foes and discover vast treasures including the Talisman itself. With six new characters: Chaos Warrior, High Priest, Beastman, Shaman, Druid, & Fire Wizard. $45.00

TALISMAN CITY OF ADVENTURE
Contains 2 new board sections that can be placed alongside the main Talisman game board, allowing players to enter the city realm of the Emperor and the forest realm of the Wraith Lord. Two new sets of adventure cards detail the events, enemies, treasures and followers that can be encountered in the new realms. With 6 plastic miniatures, 98 cards, map boards. $45.00

TALISMAN DRAGON'S TOWER
Contains a 3-D model of the tower and a plastic model of the evil Dragon King, both of which are placed in the centre of the main Talisman board. Players must battle their way through the tower in order to defeat the Dragon King at the top. New set of adventure cards details the events, enemies & followers that can be encountered in the tower and the treasures that can be found there. Contains 4 new characters & their miniatures. $60.00

ICE **THE HOBBIT** */#
A superb family game based upon Tolkien's novel *The Hobbit*. The game is simple, just four pages, but flows and plays very well, successfully capturing the character of the novel. Each player, (2-4) is a hobbit, off adventuring around Middle Earth while searching for experience and talismans to enable him to defeat Smaug. The game features a stunning mounted mapboard of Middle Earth with point to point movement system, eight decks of cards (each time you reach an area it is classified such as Peril, Adventure, etc, & you take an appropriate card); all "combat" between hobbits is resolved by riddle cards; are there are all manner of gold, special cards, talismans, etc, to collect in your journeys. Once you have accrued enough experience and artifacts etc, you race to the mountain to take on the dragon. Includes 4 plastic hobbits, coins & life points, special dice. $65.00

GAM **WARHAMMER QUEST** */#
This large boxed game is so heavy I can only just pick it up with one hand! This game effectively replaces the Warhammer Fantasy RPG. This is the game of battle, magic and adventure in the danger ridden caverns of the Warhammer world. You take the part of heroic warrirors as they explore the caves and tunnels, vanquishing terrifying monsters and avoiding deadly traps intheir quest for treasure and glory. Includes rules, adventure book, 192 roleplay book, over 100 cards for dungeon, treasure, event, spell decks, etc; tons of counters, card floorplans including 10 plastic door ways, and the best - over 90 plastic Citadel miniatures, including: 6 orc warriors, 6 orc archers, 12 giant rats, 12 giant spiders, 6 night goblin archers, 6 night goblin spearmen, 12 giant bats, 12 snotlings, 3 minotaurs, 12 skaven, barbarian, wizard, elf, and dwarf.

WARHAMMER QUEST MINIATURES

CIT00017	CHAOS WARRIOR	$22.00
CIT00081	PIT FIGHTER CHARACTER PACK	$22.00
CIT00098	IMPERIAL NOBLE	$22.00
CIT00104	WARRIOR PRIEST	$22.00
CIT00111	ELF RANGER	$22.00
CIT00128	DWARF TROLLSLAYER CHARACTER	$22.00
CIT00135	WARDANCER	$22.00
CIT00159	WITCH HUNTER	$22.00
CIT00173	CHAOS WARRIOR	$20.00
CIT000210	TREASURE CARDS DECK 2	$15.50
CIT000227	TREASURE CARDS DECK 3	$15.50
CIT000265	EVENT CARDS	$15.50

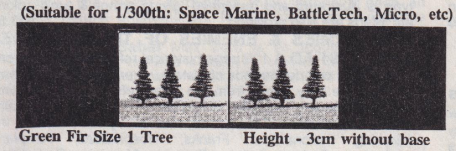
AH **WIZARDS QUEST** */#
One of the most popular fantasy board games ever designed. For two to six players, the mapboard portrays the island of Marnon, which has been divided into 36 territories and eight castles. Orcs are placed in one third of these places, and players in turn place their men in the remaining unoccupied spaces. An opposing player then places your treasure (the goal of your Wizard's Quest) in the most inaccessible spots he can find. The orcs receive random reinforcements, a powerful dragon flies around randomly, and your wizard occasionally comes to help. The first player to collect all three of his treasures wins the game. With superb full color mapboard, one sheet of counters, 35 Petition Cards, one instruction folder, two dice. $50.00

K&M MODEL TREES

The Trees Used By Games Workshop

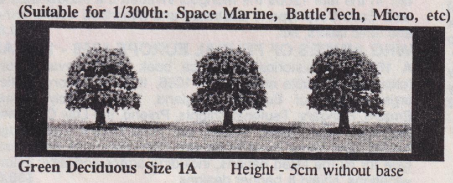
Green Deciduous Size 1 Tree **Height - 3cm without base**

$1.10 each or $99.00 for a box of 100
(Suitable for 1/300th: Space Marine, BattleTech, Micro, etc)



Green Fir Size 1 Tree **Height - 3cm without base**

$1.10 each or $99.00 for a box of 100
(Suitable for 1/300th: Space Marine, BattleTech, Micro, etc)

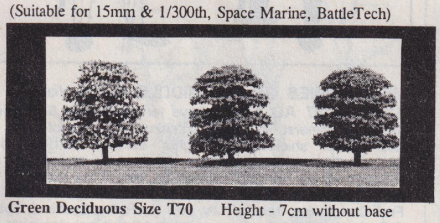


Green Deciduous Size 1A Height - 5cm without base
Height - 6cm with base

$1.75 each unbased or $39.00 for a box of 25 unbased
$2.25 each based or $50.00 for a box of 25 based
(Suitable for 15mm & 1/300th, Space Marine, DBM, etc)

Green Fir Size 1A **Height - 5.5cm without base**
Height - 6cm with base

$1.75 each unbased or $39.00 for a box of 25 unbased
$2.25 each based or $50.00 for a box of 25 based
(Suitable for 15mm & 1/300th, Space Marine, BattleTech)

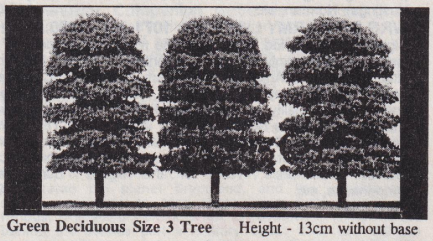


Green Deciduous Size T70 Height - 7cm without base
Height - 9cm with base

$2.95 each unbased or $66.00 for a box of 25 unbased
$3.45 each based or $77.50 for a box of 25 based
(Suitable for all 25mm figures, eg Warhammer Fantasy and 40K, WW2, & all 15mm games such as DBM.)

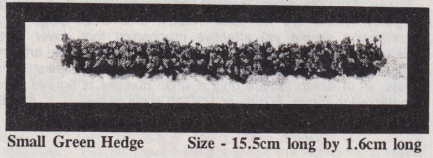
Green Fir Size 2A **Height - 10cm without base**
Height - 12cm with base

$3.50 each unbased or $63.00 for a box of 20 unbased
$4.00 each based or $72.00 for a box of 20 based
(Suitable for all 25mm figures, eg Warhammer Fantasy and 40K, WW2, & all 15mm games such as DBM.)



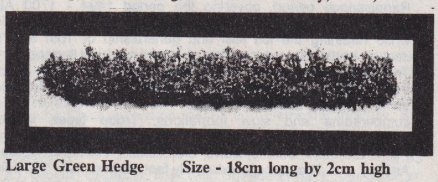
Green Deciduous Size 3 Tree Height - 13cm without base
Height - 15cm with base

$4.50 each unbased or $81.00 for a box of 20 unbased
$5.00 each based or $90.00 for a box of 20 based
(Suitable for all 25mm figures, eg Warhammer Fantasy and 40K, WW2, & suitable for 15mm as well.)



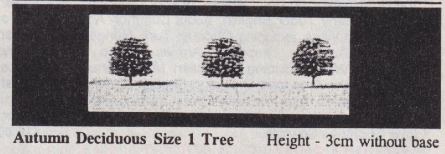
Small Green Hedge **Size - 15.5cm long by 1.6cm long**

$2.95 each or $53.00 for a box of 20
(Suitable for 15mm ancients, Napoleonic, fantasy, etc, or as small hedge for 25mm, eg, Warhammer Fantasy, WW2)



Large Green Hedge **Size - 18cm long by 2cm high**

$4.50 each or $81.00 for a box of 20
(Suitable for all 25mm figure scales, eg, Warhammer Fantasy, Warhammer 40,000, World War Two, US Civil War.)

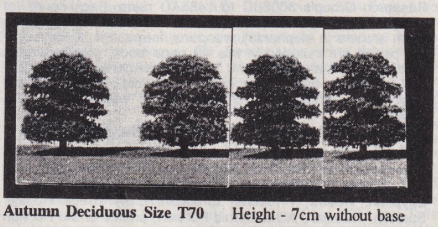


Autumn Deciduous Size 1 Tree Height - 3cm without base

$1.10 each or $99.00 for a box of 100
(Suitable for 1/300th: Space Marine, BattleTech, Micro, etc)

Autumn Deciduous Size 1A Height - 5cm without base
Height - 6cm with base

$1.75 each unbased or $39.00 for a box of 25 unbased
$2.25 each based or $50.00 for a box of 25 based
(Suitable for 15mm & 1/300th, Space Marine, DBM, etc)



Autumn Deciduous Size T70 Height - 7cm without base
Height - 9cm with base

$2.95 each unbased or $66.00 for a box of 25 unbased
$3.45 each based or $77.50 for a box of 25 based
(Suitable for all 25mm figures, eg Warhammer Fantasy and 40K, WW2, & all 15mm games such as DBM.)

Autumn Deciduous Size 3 Tree Height - 13cm without base
Height - 15cm with base

$4.50 each unbased or $81.00 for a box of 20 unbased
$5.00 each based or $90.00 for a box of 20 based
(Suitable for all 25mm figures, eg Warhammer Fantasy and 40K, WW2, & suitable for 15mm as well.)

K & M FLOCK

An excellent range of fine flock to put on the bases of your miniatures.

K&MSHA1	Grass Green Flock	$3.95
K&MSHA2	Grass Medium-Green Flock	$3.95
	This color is the closest to the Citadel Grass Green Flock	
K&MSHA3	Light Olive Green Grass Flock	$3.95
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K&MSHA7	Dark Green Flock	$3.95
K&MSHA9	Dark Brown Flock	$3.95
K&MSHA10	Mushroom Brown Flock	$3.95
K&MSHA14	Golden Sand Flock	$3.95

This color is suitable for sun-burnt grass like in the Middle East, or for sand.

Miniatures & Miniatures Rules

COLOR CODE

- New Item Now Available and in Stock
- New Item Not Yet Released

Ancients & Renaissance

WRG Ancients 7th Ed

WRG ANCIENTS RULES 7th Edition Wargames Research Group's 3000BC to 1485AD rules. Each figure (of any scale - 6mm to 25mm) represents 50 men. All troop types (from archers to elephants), weapons, formations, & tactics for the period are included in this 48 page book, plus reference card. All troops are based and fielded in elements, of either 2, 3 or 4 figures per base. Rules include historical background, field engineering, fortifications, unusual `terror' weapons, & basic strategies. **$16.00**

WRG ARMY LISTS Vol 1 : Ancient Near East 3000 - 500 BC This first army list book is 77 pages in length, and covers all the armies of the Ancient Near East from 3000 - 500 BC. Armies included are: Babylonian, Assyrian, Hyksos, Egyptian, Hebew, Philistine, Etruscan, Early Greek Hoplite, Spartan, Thracian, Achaemenid Persian, armies of the Persian wars, Phillip II Reformed Macedonian. Each army entry includes notes regarding tactics, history, troop types, & some maps. **$16.00**

WRG ARMY LISTS Vol # 2: Armies of Far East, Asia, America 90 pages of army lists for the Far East, Asia, and America. Some of the armies covered are: Later Shang Chinese, Early mounted Nomads, Hsiung-Nu, Han, Three Kingdoms Chinese, Early Medieval Indians, Kirghiz, Khmer, Medieval Vietnamese, Khitan-Liao, Sung Chinese, Mongol, Japanese (early, to late), Aztec, Inca, etc. Includes foot notes, descriptions, maps. **$16.00**

WRG ARMY LISTS Vol #3: Armies Alexander & Punic Wars Deals with a small geographical area, although the most popular one - Alexander and his Successors, the Punic Wars, the Western Nomads, the Great Roman Wars of the 2nd Century BC, and Roman Civil Wars of the 1st & 2nd Triumvirate. The lists are very detailed. eg, there are four Carthaginian lists & 6 Roman lists of the same period. **$16.00**

D.B.M.

WRG D.B.M. Version 1.3 DE BELLIS MULTITUDINIS Mass Ancient & Medieval Combat The new 1.3 printing of DBM has been updated to include all of the 1.2 changes, as well as a few new changes and clarifications. These rules are the best and most popular for 25mm, 15mm, 6mm or 2mm Ancient and Medieval miniatures wargaming. All troop types are classified according to how they actually fought, not according to what weapons and armor they had. Combat is very quick and simple, with two pages of rules covering all aspects of combat. All troops are based in elements, in 15mm, 2, 3 or 4 figures are based on 4cm wide bases, from 1.5cm to 4cm deep. Combat occurs between two elements, each throwing 1D6 and adding the roll to his combat factor against the enemy troop type. Normally, if you exceed your opponent's score, his element is pushed back. But some troop types are destroyed when pushed back by others, such as knights destroying spears they push back. And when you double your opponent's score, his element is usually destroyed, but again, there are many exceptions. Each general (usually 2 to 3) has his own command, and throws 1D6. This is the number of actions he can perform. Generally, an element or group (elements in base to base contact) will cost one pip to move if regular, or two if irregular. Light troops are always 1 pip. **$16.00**

WRG DBM ARMY LISTS Book # 1 3000 BC - 500 BC A 54 page book of army lists written especially for DBM. The average size of armies used with DBM is between 300 - 500 points. I recommend 200 points for 25mm, which is around 30 elements or around 90 figures; or 375 points for 15mm, which is around 60 elements or 180 figures. This book includes notes on each army, rules for using allies, climate, aggression, and terrain types for each army, etc. Armies included are: Egyptian, Syrian, Assyrian, Babylonian, Mycenaean, Trojan War, Early Hoplite Greek, , Early Macedonian, Roman & Etruscan, Early Achaemenid Persian, Early Carthaginian, etc. **$16.00**

WRG DBM ARMY LISTS # 2 500 BC - 476 AD A 76 page book of army lists, including some of the Ancient period's greats. Later Hoplite Greek, Alexandrian Macedonian, the Successors, Camillan, Polybian, Marian, Early, Middle, Late, & Patrician Roman, Later Carthaginian, Hunnic, Alans, Gallic, Hsiung-nu, Armenian, Ancient British, Sassanid Persian, Early German, Visigoth, Saxon, and my favorite - the Parthians. This book is the most popular in the series. **$16.00**

WRG DBM ARMY LISTS # 3 476 AD - 1071 AD A 76 page book with army lists for the Early Medieval Period. Armies of interest include Early Lombards, from Early to Konstantinian Byzantine, Pre-Samurai Japanese, Welsh from 580 AD - 1420 AD, Middle Anglo-Saxon, Feudal Spanish, Norse Viking, Pre-Feudal Scots, Rus, Khitan Liao, Korean, Toltec, Early Polish, Early Hungarian, Georgian, Seljuq Turk, Anglo-Danish (including King Harold Godwinson's army that fought at Hastings), Norman, etc. **$16.00**

WRG DBM ARMY LISTS # 4: 1071 AD - 1500 AD The High Medieval Period, and one of the most popular periods in history - it is certainly one of my favorites! 80 pages, including later Byzantines, Anglo-Norman, Early and Later Crusader, Scots Common Army, Feudal English - with masses of archers and average quality knights, Feudal French - with superior knights but a whole ragtag bunch of infantry, 100 Years War English, Catalan Company, Medieval French, Later Polish, Later Swiss, Hussite - with those amazing war wagons, Inca, French Ordonnance, Wars of the Roses, Burgundian Ordonnance, etc. **$16.00**

D.B.A.

WRG De Bellis Antiquitatis Fast Play Ancients Rules 1.1 This is the new 1.1 version of DBA, which has now been updated to be more like DBM. These are WRG's *fast play* ancient & historical miniatures rules. Game mechanics are a simplified version of DBM, using the same basic concepts. One major difference is that all armies consist of 12 elements or bases of figures, which means that no army can have over 50 figures. There are no point values. It is a 20 page book containing simple yet effective mechanics that cover troop definitions, terrain, camps, close combat, missile fire, artillery, etc. Includes a suggested six nation campaign, historical army lists, all of which require only a small number of figures. Very suitable for 25mm, 15mm, or 1/300th scale games. **$16.00**

D.B.R.

WRG DBR Wargames Rules for Renaissance Battles This has been waited for by many gamers with great expectations - the DBM rules converted at least to the Renaissance period, covering the period 1494 - 1700 AD. These are the simplest set of Renaissance rules available, while retaining the full feel and generalship of 16th & 17th century battle. No order writing of record keeping is necessary. Troops are defined according to their battlefield function. Some troops classes are the same as DBM, with some dropped, some changed, and others added. The rules recreate an era of cumbersome and slow formations. Troop types include Lancers, Pistoliers, Sipahis, Light Horse, Camelry, Dragoons, Pikes, Shooters, Blades, Bows, Skirmishers, Warband, Hordes, Artillery, etc. The game is extremely fast moving. Two 500 point English Civil War armies for example, can finish a game in 2.5 hours! **$16.00**

WRG DBR. ARMY LISTS BOOK 1 Covers the Great Italian Wars, with Italian Condotta, French, Swiss, Neapolitan Spanish, Spanish Imperial, Venetian, German Minor States; the Valois-Hapsburg-Tudor Wars, Valois French, Maximilian Imperial, Early Tudor English, Scots Common Army; Armies of the Turkish Wars, including Ottoman Turk, Hungarian, Venetian Colonial, Austrian Imperial; Armies of the Chinese and Japanese Wars; including Mongolian, Ming Chinese, Japanese; Armies of the Americas, including English, Dutch, and Spanish Colonial, Aztec, Inca, Eastern Forest Indian; and Armies of the Reformation, including Elizabethan English, French Catholic, Low Countries Spanish. **$16.00**

WRG DBR ARMY LISTS BOOK 2 At this time we don't have any information, except we think it will cover the English Civil War and other armies of that time period. **$16.00**

WRG HORDES OF THE THINGS
See Heading under Fantasy Miniatures Section. **$16.00**

WRG History Books

WRG ARMIES OF THE NEAR EAST 208 page book covering the armies of the Near East from 3000 BC - 539 BC. It includes the organization, tactics, equipment, and dress of: Egyptian Old, Middle & New Kingdoms, Libyan, Kushite, Sumerian, Babylonian, Assyrian, Iranian, Hyksos, Canaanite, Syrian, Hebew, Philistine, Midianite Arab, Phoenician, Hittite, Phrygian, Lydian, Minoan, Mycenaen, etc. A popular period partly because it also includes all the colorful armies covered in the Bible. **$45.00**

WRG ARMIES OF MACEDONIAN & PUNIC WARS 359 - 146 BC A superb 192 page sourcebook on the period of ancient history from the time of Phillip of Macedon, Alexander the Great, to the arising of Rome as the dominent power. This book is one of the most comprehensive history books available, detailing each nation in great detail, including: the Persians, Greeks including: Boiotia, Sparta, Athens, Phokis, etc; Macedonian, including Phillip's reforms and Alexander; the Successors, Bactrian & Indian Greeks, Thracians, Illyrians, Steppes, India, Carthage, Spaniards, Celts, Rome, Etruscans. History and tactics of each of those powers is included. For example, did you know why the Greek Hoplites right flank tended to beat the opposing left flank? Each of the major battles of the period are covered. And best of all, there are over 100 pages of troop dress & equipment, including an illustration of every troop type, diagrams of common shield patterns and designs, & colors of tunics & armor, horses, etc. **$38.00**

WRG ARMIES & ENEMIES OF IMPERIAL ROME 150 BC - 600 AD 146 pages of pure historical delight! Tactics, history, and troop types are covered on the Roman armies from Marian Roman to Patrician Roman, Pontus, Armenia, Gaul, Britain, Early Germans, Parthia, Jewish Revolt, Arabs (an extremely colorful race - "The disappearance of your own Arab allies or being joined by those hired by your opponent was a reliable way of estimating your army's chances"), Sarmations, Dacians, Moors, Palmyra, Sassanid Persia, Picts, Scot's-Irish, Later Germans, and the Huns. Major battles of the period are detailed, and illustrations of each troop type are given, along with commentary & painting guide regarding armor & tunics, and there are over 200 shield designs. **Special Price $10.00**

WRG ARMIES OF THE DARK AGES 600 - 1066 AD A 128 page history book covering armies of the Dark Ages, their histories, troop types, tactics, etc. Nations covered are: Byzantine, Sub-Roman, Pictish, Irish, Visigoth, Lombard, Carolingian, Viking, Russian, Slav, Avar, Bulgar, Alan, Armenian, Sassanid, Arab, Saxon, Norman, Italian, Spanish, etc. Major battles of the period are covered, and each troop type is illustrated and described, giving armor & tunic colors, etc. Maps are also provided. **$30.00**

WRG ARMIES & ENEMIES OF THE CRUSADES 1096 - 1291 AD A 120 page historical reference book of one of the most colorful periods of history, when repeated attempts to wrest the Holy Lands from the hands of the infidel Muslims met with varying degrees of success or failure. It contains maps, major battles of the period, and history and tactics of the following nationalities: Franks, Hospitallers, Templars, Armenians, Syrians, Seljuks, Fatimids, Mamluks, Byzantines, Georgians, Mongols (called Tartars by the Franks), Ilkhanids, etc. In the late 1200s the Mongols invaded the Middle East as well. Each troop type is illustrated and described, giving armor and tunic colors, etc. **$30.00**

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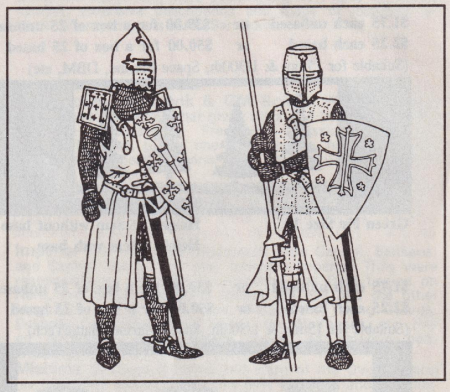

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349 points, 53 elements. Figures by Battle Honors (Sculpted by Tony Barton. Please allow 2 weeks for delivery. These are the best Polybian figures available. I only just discovered this range - and I bought myself the army immediately.)
The Roman army as it started to hold its own and better against the Carthaginians. Earlier Roman armies had poor skirmishers, Leves as opposed to the Velites above, which were the match for any Numidian or Spanish skirmishers. Your centre will beat the Carthaginians - but watch those flanks!

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This is the Mongol army that invaded the Middle East, making an alliance with the Hospitallers to fight the Muslims. This army is popular because it has four generals, superior knights, crossbows, as well as superior cavalry and light horse.

AYYUBID EGYPTIAN 1171 AD 126 figures - 3 generals, 24 Mamluk superior cavalry, 9 unarmored Mamluk cavalry, 18 Askaris cavalry, 20 Turkoman superior light horse, 12 Bedouin Arab light horse, 18 auxiliaries, 10 skirmishers, 18 baggage.
51 elements, 350 points. Figs by Museum. The armies of Saladin, the classic opponent of the Later Crusaders. For players who like cavalry armies, this is one of the best, having regular generals.. **$100.00**

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48 elements, 349 points. Figures by Museum. The successors to the Ayyubid Egyptians, these fought againts the Later Crusaders, Ilkhanids, Timurids, Knights of St John. Another very good cavalry army, this one having even more superior cavalry.

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6mm: 306 figures - 3 generals, 21 mtd knights, 60 foot knights, 162 longbowmen, 48 billmen, 12 skirmishers. (Irregular) **$30.00**
350 points, 41 elements. A small but powerful army. Dismounted foot knights fight well against any opponent, and longbows are the nemesis of all mounted opponents.

MEDIEVAL FRENCH 1410 AD 15mm: 160 figures - 3 generals, 51 knights, nobles, sergeants, 30 French Crossbowmen, 24 Genoese Crossbowmen, 30 Brigans, 10 Ribauds, & 18 baggage animals. (Museum Miniatures) **$100.00**
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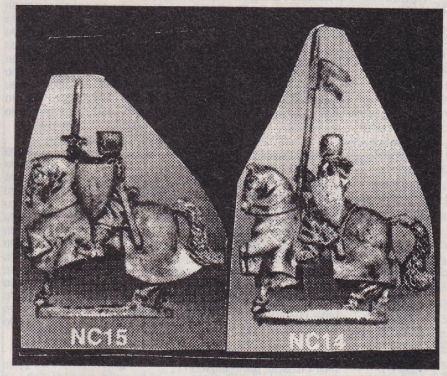

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BATTLE HONORS

By Tony Barton

These are the best Polybian/Camillan/Republican 15mm Romans I have seen. I took one look at the figures, and immediately hunted down the supplier in England, bought myself the army, and decided to run the figures in this catalog too. All the shields are separate, as are most of the pilum and spears. Stick the shields at slightly different angles, and the figures look alive. *(Minimum order is ten packs. Allow three weeks for delivery.)*

RO1	Velite with separate shield & javelin (8)	$4.30
RO2	Hastati/Poor Princeps, standing with pilum, square armor (8)	$4.30
RO3	Hastati/Poor Princeps, throwing pilum, square armor plate (8)	$4.30
RO4	Princeps (or Triarii), mail shirt, standing with spear (8)	$4.30
RO5	Triarii Kneeling to receive charge, mail shirt, spear, (8)	$4.30
RO6	Infantry Command Group (5)	$4.30
ROC1	Roman/Italian Cavalry, mail shirt, javelin, shield (3)	$4.30
CGC6	Use as Roman Mounted Command (3)*	$4.30

* Actually Carthaginian mounted command group.

Tabletop Complete Armies

ncient Naval Starter Set **$33.95**
Ancient Naval Wargames Rules 500 BC - 500 AD, by Navwar, 9 x 1/1200th Navwar ships, 2 dice.

Medieval Skirmish Army Starter Set **$49.95**
Retinue Medieval Rules, 55 x 15mm Tabletop figures, 2 dice.

Napoleonic Era

Chef De Bataillon

EMP **CHEF DE BATAILLON**

A rules system that portrays tactical warfare in the Napoleonic period. It is designed to be a fun, easy to learn and easy to use set of rules. With a fast moving pace, the rules make battles advance quickly to reach the crisis point - sometimes too rapidly for a complex plan. The rules fill a missing component in the entire spectrum of Napoleonic miniatures gaming - you have been able to fight major battles and even entire campaigns, but now you can re-fight regimental and brigade actions that occured within the large battles in a manner preivously unavailable. The rules vividly bring into life the capabilities of troops and weapons and the effects of terrain in a new and innovative way. But most importantly, the rules place you at the head of the troops - you must provide the leadership. With 196 page rulebook, 65 pages of charts & data, 2 counter sheets, etc. **$75.00**

CEE **FIELDS OF HONOR 19th Century Rules**

These new, high quality production historical miniatures rules cover every battle, campaign and war of the 19th century from 1830 to 1902, including the Crimean War, Great Indian Mutiny, Franco-Prussian War, the American Civil War, Boer War, Zulu Wars, American Indian wars, etc. This 120 page rulebook has realistic, easy to learn mechanics and complete army lists for all of the important wars of this period. Battles can be played at any scale, so you can do a company level battle of Gettysburg at the beginning of the battle, then see what effect that had when resolving the rest of the battle at brigade level. Advanced rules add orders and communication, compentence of sub-commanders (there are 18 different personality types, from brash to cautious), etc. 120 pages, B&W photos of the period. **$25.00**

Fire and Steel

WRG **FIRE AND STEEL**

Skirmish wargames rules for the period 1700 - 1900. The rules were written to provide a fast moving game, lasting from one to two hours. For two or more players, each with up to 8 figures Gives troop specifications for Seven Years War and Napoleonic battles, Indian Mutiny against Colonial English, the American Civil War, Sudan Campaigns, American Indians, etc. **$13.50**

From Valmy to Waterloo

COA **FROM VALMY TO WATERLOO**

A game in which the grand tactical and tactical levels are defined but remain separate in play. On the grand tactical level the gamer takes on the role of commander. This can be the Divisional, Corps, or Army commander. The second role of the gamer is on the tactical level, where he represents the Brigade Commander on the field. On the Grand Tactical level, the gamer determines the objectives of his corps and divisions; on the tactical level the brigade commander must accomplish the tasks given to him. As these rules reflect history, the gamer must learn the basics of tactical combat. The great advantage is that the rules will also, as you play them, teach you these historical tactics Cavalry must be handled delicately. They should be used in two lines, casualties tend to be light, disorganised units are easy prey to organised ones. Artillery can be devastating, so don't attack them with units being too close together. Keep a second line in reserve to replace the first line if it takes too many casualties. For infantry it is more important to launch a well prepared assault than to charge in with a horde of units. Includes a 96 page rulebook (not too complicated!), 4 scenarios, cheat sheet book, 210 counters, 20 unit cards, templates. **$55.00**

Napoleon's Battles

AVA **NAPOLEONS BATTLES**

Rules for grand tactical brigade-regimental warfare from 1792 to 1815. Includes unique mechanics that stress Command-Control & player interaction. One 15mm figure represents either 120 infantry or 80 cavalry, with 1 artillery base per battery. One turn = 30 minutes, one inch = 100 yards. Features an introduction (32 pages), a scenario book with 8 battles and DYO (48 pages), a rulebook with three complexity levels (36 pages), reference cards, templates, and 186 counters. Over 350 troop types, all nationalities, and 800 leaders are rated for their abilities. Counters are included for those without miniatures. By Avalon Hill. **$45.00**

NAPOLEONS BATTLES EXPANSION MODULE # 2

I can't believe we actually received stocks of this module at last. But here it is. Has more optional rules, two campaign systems, 1400 Generals rated on an expanded chart, & five more battles, each with maps, orders of battle, info charts, special rules, victory conditions, etc. The battles are Austerlitz, Vimiero, Wagram, Albuera, and Lutzen. **$30.00**

AB 15mm Napoleonics

AB offer the very finest in 15mm Napoleonic. Beautifully sculpted and detailed, each type comes in a number of variations. The number of variations on each code varies from type to type, and can range from 1 to 10 variations. When you order you will be supplied with a random selection of variations within that figure type.

French

15mm metal figures available individually

Imperial Guard

ABIG1	Chasseur a Cheval Mtd Trooper (1)	$1.40
ABIG2	Chasseur a Cheval Mtd Officer (1)	$1.40
ABIG3	Chasseur a Cheval Mtd Trumpeter (1)	$1.40
ABIG4	Chasseur a Cheval Guidon Bearer Mtd (1)	$1.40
ABIG5	Grenadier of the Guard at attention (1)	$0.70
ABIG6	Grenadier of the Guard Drummer (1)	$0.70
ABIG7	Grenadier of the Guard Officer (1)	$0.70
ABIG8	Grenadier of the Guard Eagle Standard Bearer	$0.70
ABIG10	Chasseur ofthe Guard at attention (1)	$0.70
ABIG11	Chasseur ofthe Guard Drummer (1)	$0.70
ABIG12	Chasseur ofthe Guard Officer (1)	$0.70
ABIG13	Chasseur ofthe Guard Eagle Standard Bearer	$0.70
ABIG16	Guard Officer Mounted (1)	$0.70
ABIG17	Guard Sappeur (1)	$0.70
ABIG40	Foot artillery crewman (1)	$0.70

French Generals and Staff

ABSET1	Mtd: Davout, Lannes, Lasalle, General	$6.00
ABSET2	Mtd: d'Hautpol and Nansouty	$3.00
ABSET3	Six Mounted Marshalls	$10.00
ABSET4	Six ADCs with horses	$10.00

Imperial French 1806-1813

Line Infantry

ABIF1	Fusilier, lozenge plate, march attack (1)	$0.70
ABIF1a	Fusilier, lozenge plate, advancing (1)	$0.70
ABIF2	Fusilier, covered shako, march attack (1)	$0.70
ABIF3	Fusilier, loading or firing (1)	$0.70
ABIF4	Fusilier Officer (1)	$0.70
ABIF5	Fusilier Drummer (1)	$0.70
ABIF6	Grenadier, shako, plume, march attack (1)	$0.70
ABIF6a	Grenadier, shako, plume, advancing (1)	$0.70
ABIF7	Grenadier, covered shako, march attack (1)	$0.70
ABIF8	Grenadier, loading or firing (1)	$0.70
ABIF9	Grenadier Officer (1)	$0.70
ABIF10	Grenadier Drummer (1)	$0.70
ABIF11	Voltigeur, shako, plume, skirmishing	$0.70
ABIF12	Voltigeur, covered shako, skirmishing	$0.70
ABIF13	Fusilier/Grenadier Eaglebearer (1)	$0.70
ABIF14	Deuxieme Portaigles with halberd (1)	$0.70
ABIF15	Fusilier/Grenadier Standard Bearer (no eagle)	$0.70
ABIF16	Voltigeur Officer with carbine (1)	$0.70
ABIF17	Voltigeur Cornet (1)	$0.70
ABIF18	Mounted Officer (1)	$1.40
ABIF19	Mounted ADC (1)	$1.40
ABIF20	Casualty Set (10)	$8.00
ABIF21	Cheering Infantry (5)	$4.00
ABIF22	Pioneer/sapper wearing bearskin cap (1)	$0.70
ABIF23	ADCs and horses (6)	$10.00

Light Infantry

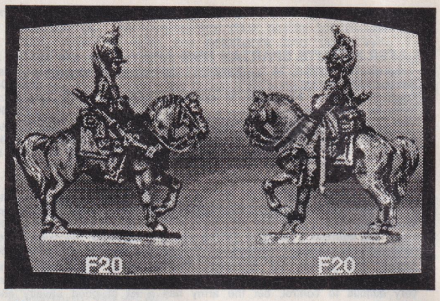
ABIF50	Chasseur, march attack (1)	$0.70
ABIF51a	Carabinier, shako, march attack (1)	$0.70
ABIF51b	Carabinier, bearskin, march attack (1)	$0.70
ABIF52b	Voltigeur, colpack, march attack (1)	$0.70
ABIF53a	Voltigeur, shako, skirmishing (1)	$0.70
ABIF53b	Voltigeur, colpack, skirmishing (1)	$0.70
ABIF54	Light Infantry Officer (1)	$0.70
ABIF54a	Light Infantry Officer, bearskin (1)	$0.70
ABIF55	Light Infantry Drummer (1)	$0.70
ABIF55a	Lt Inf Drummer, shako & plume (1)	$0.70
ABIF56	Light Infantry Eagle Bearer (1)	$0.70
ABIF57	Deuxieme Portaigle with halberd (1)	$0.70
ABIF58	Light Infantry Hornist, shako & pom-pom	$0.70
ABIF59	Pioneer/sappcr, colpack (1)	$0.70

Cavalry

ABIFC1	Line Chasseur, habit-longue (1)	$1.40
ABIFC2	Line Chasseur, charging (1)	$1.40
ABIFC3	Line Chasseur Officer (1)	$1.40
ABIFC4	Line Chasseur Trumpeter (1)	$1.40
ABIFC5	Elite Chasseur Trooper (1)	$1.40
ABIFC7	Elite Chasseur Officer (1)	$1.40
ABF20	Dragoon (1)	$1.40
ABF20a	Dragoon charging (1)	$1.40
ABF21	Dragoon Officer (1)	$1.40
ABF22	Dragoon Trumpeter (1)	$1.40
ABF23	Dragoon Guidon Bearer (1)	$1.40
ABF23a	Dragoon Eagle Bearer (1)	$1.40
ABF27	Hussar Trooper, shako (1)	$1.40
ABF27a	Hussar Trooper, colpack (1)	$1.40
ABF28	Hussar Officer, shako (1)	$1.40
ABF28a	Hussar Officer, colpack (1)	$1.40
ABF29	Hussar Trumpeter, shako (1)	$1.40
ABF29a	Hussar Trumpeter, colpack (1)	$1.40
ABF30	Carabinier, bearskin (1)	$1.40
ABF31	Carabinier Officer (1)	$1.40
ABF32	Carabinier Trumpeter (1)	$1.40
ABF33	Carabinier Standard Bearer (1)	$1.40
ABF34	Cuirassier Trooper (1)	$1.40
ABF35	Cuirassier Officer (1)	$1.40
ABF36	Cuirassier Trumpeter (1)	$1.40
ABF37	Cuirassier Standard Bearer (1)	$1.40
ABF38	Cuirassier charging (1)	$1.40

Artillery

ABIF70	Foot Artillery Crewman (1)	$0.70
ABIF71	Foot Artillery Officer (10	$0.70
ABIF72	Horse Artillery Crewman	$0.70
ABF42	6pdr Gun	$2.50
ABF43	8pdr Gun	$2.50
ABF44	Limber Set	$8.00



ABF45	Howitzer	$2.50
ABF46	12pdr Gun	$2.50

British 1806-1813

Line Infantry

ABB1	Infantry Centre Coy, marching (1)	$0.70
ABB2	Infantry Flank Coy, marching (1)	$0.70
ABB3	Infantry Officer (1)	$0.70
ABB4	Infantry Drummer (1)	$0.70
ABB5	Ensign (1) (Early)	$0.70
ABB5a	Ensign with cased Standard (Early)	$0.70
ABB6	Sergeant with Pike (1)	$0.70
ABB7	Mounted Officer (1)	$0.70
ABB7a	Highland Mounted Officer (1)	$0.70
ABB8	Infantry Centre Coy, firing/loading (1)	$0.70
ABB9	Infantry Flank Coy, skirmishing (1)	$0.70
ABB10	Infantry Centre Coy, order arms (1)	$0.70
ABB11	Infantry Flank Coy, order arms (1)	$0.70
ABB12	Ensign standing bare pole (1)	$0.70
ABB13	Ensign standing cast flag (1)	$0.70
ABB14	Sergeant Centre Co. standing (1)	$0.70
ABB15	Sergeant Light Co. standing (1)	$0.70
ABB16	Rifleman marching at trial (1)	$0.70
ABB17	Rifleman skirmishing (1)	$0.70
ABB17a	Rifleman firing prone (1)	$0.70
ABB18	Rifle Officer (1)	$0.70
ABB19	Rifle Buglar (1)	$0.70
ABB20	Highland Infantry, Centre Co. marching (1)	$0.70
ABB21	Highland Infantry, Flank Co. marching (1)	$0.70
ABB22	Highland Infantry Officer (1)	$0.70
ABB23	Highland Drummer (1)	$0.70
ABB24	Highland Piper (1)	$0.70
ABB25	Highland Ensign (1)	$0.70
ABB26	Highland Sergeant with pike (1)	$0.70
ABB27	Highland Flank Co. skirmishing (1)	$0.70
ABB30	Light Infantry marching (1)	$0.70
ABB30a	Light Infantry advancing (1)	$0.70
ABB31	Light Infantry skirmishing (1)	$0.70
ABB32	Light Infantry Officer (1)	$0.70
ABB33	Light Infantry Drummer (1)	$0.70
ABB34	Light Infantry Buglar (1)	$0.70
ABB35	Light Infantry Ensign (1)	$0.70
ABB36	Officer Light Company (1)	$0.70
ABB37	Pioneer (1)	$0.70
ABB38	Centre Co. advancing porte arms (1)	$0.70
ABB39	Flank Co. advancing porte arms (1)	$0.70
ABB40	Centre Co. advancing levelled musket (1)	$0.70
ABB41	Flank Co. advancing levelled musket (1)	$0.70

Cavalry

ABBC1	Dragoon, cocked hat (1)	$1.40
ABBC2	Dragoon, cocked hat, charging (1)	$1.40
ABBC3	Dragoon Officer, cocked hat (1)	$1.40
ABBC4	Dragoon Trumpeter, cocked hat (1)	$1.40
ABBC5	Dragoon, watering cap, overalls (1)	$1.40
ABBC6	Dragoon, charging, watering cap, overalls (1)	$1.40
ABBC7	Dragoon Officer, watering cap, overalls (1)	$1.40
ABBC8	Dragoon Trumpeter, watering cap, overalls (1)	$1.40
ABBC10	Light Dragoon, helmet (1)	$1.40
ABBC11	Light Dragoon, helmet, charging (1)	$1.40
ABBC12	Light Dragoon Officer, helmet (1)	$1.40
ABBC13	Light Dragoon Trumpeter (1)	

Artillery

ABBA1	6pdr Gun (light)	$2.50
ABBA2	9pdr Gun	$2.50
ABBA3	5 1/2" Howitzer	$2.50
ABBA4	Foot Artillery Crewman loading (1)	$0.70
ABBA5	Foot Artillery Crewman firing (1)	$0.70
ABBA6	RHA Crewman loading (1)	$0.70
ABBA5	RHA Crewman firing (1)	$0.70
ABBG1	Staff Set One (Packenham, General, Cotton)	$5.00
ABBG2	Staff Set Two (Beresford, Cole, ADC)	$5.00

Tabletop Complete Armies

Napoleonic Army Starter Set **$79.95**
Sound of the Guns III Rules, Over 100 15mm French & British Tabletop Games figures, incl. infantry, cavalry, artillery.

Zulu Wars Army Starter Set **$69.95**
1879 Zulu & Boer War Rules, 110 x 15mm Colonial Tabletop figures, 3 dice.

American Civil War

Johnny Reb

GDW **JOHNNY REB 3rd Ed**

3rd Edition. One figure (of any scale) represents 20 soldiers, and forces are deployed in Regimental formations. Players are able to recreate massive Corps-level engagements. Includes an 86 page rulebook illustrated with diagrams, 11 pages of scenarios, 2 quick reference sheets & over 300 counters. Comprehensive in its historical detail & with playable mechanics. **STBA**

Tabletop Complete Army

American Civil War Starter Set **$69.95**
Circa 1863 Rules, over 100 15mm Union & Confederate Tabletop

figures, including infantry, cavalry & artillery.

WW2 & Modern

Buckle For Your Dust!

WAR BUCKLE FOR YOUR DUST!
Miniature Wargames in Vietnam 1965-73. These rules help the player understand the full complexity and variety of combat during the "American" phase of the Vietnam war. Following this editorial, the rules and background explanations re-create the essential features of small-unit encounters inVietnam. Typical scenarios involve action at around platoon or squad level, with a maximum of 50 models per side. These rules go far beyond the hardware and technology of the much-vaunted American war machine, and concentrate on the frustrations and psychic bafflement experienced by American soldiers. If you play like a Macho 'Can-do' American commander, you will find yourself humbled by an invisible, unsizeable enemy. 64 A4 sized pages. $15.00

Challenger 2000

TAB CHALLENGER 2000
This new version of Challenger is both updated and revised, making a must for all modern miniatures gamers. Changes include new move sequence, new morale, Explosive Reactive Armor, new missiles, etc. The rules cover battlegroup combat from 1950 to 2000's. Each micro-scale (1/285th or 1/300th) miniature in the game represents one AFV, weapon, for man. The 66 page rulebook includes reference charts, a beaten-zone template & 170 markers. The popularity of this product is due to it's comprehensive detail & excellent tactical integration of the combined-arms doctrine. Mechanics cover the command network, communication, multirole ordinance, electronic & NBC warfare, engineering, helicopter operations, air support, and much more. $16.00

Clash of Armor

COA CLASH OF ARMOR
Uses a unique Activation System based on Command Quality and a scale of 1 unit equalling 1 platoon, this game allows the gamer to simulate combat using historical troop ratios. Multidivisional battles can be played on a 4'x8' playing surface, and play completed within six hours. Clash of Armor governs time differently from most other miniatures rules. A unit activation system allows units to perform activities according to the logic of a player's strategy. The game allows players to push their units to greater levels of activity, but at the cost of greater fatigue and disorganisation. Enemy units can also respond to these actions, but also at the cost of fatigue etc. The system is quite good, and favours German units flexibility over that of Russians, for example. 64 pages, and includes unit organisations, vehicle, gun and troop charts with stats, etc. $35.00

FROM GOLAN TO SINAI Arab Israeli Wars 1956-73
Containing six scenarios spanning three wars, this Module includes all the supplemental rules and data needed to carry the Clash of Armor system through the Arab-Israeli wars until 1973. Each scenario includes a map, a brief historical commentary and unit organisations and equipment. All new vehicles and guns are provided with all relevant stats. $25.00

PANZERKAMPFE
With eight scenarios. Five feature division level or greater combat. Chronologically they span from 1941-44. Two on the Eastern Front, one in North Africa, and two on the Western Front. The other three mini-scenarios are ideal for Tournament play. Each scenario has a detailed full page map, order of battle, and all combat charts necessary to play. $25.00

Command At Sea

COA COMMAND AT SEA The Rising Sun
A World War II Tactical Naval Combat System in the league of Harpoon, in fact, written by the same people who did Harpoon. The game is a grand tactical system, with each ship and plane given all relevant stats in the Ship and Data Annex book included. No maps are used, the counters are used on your loungeroom floor or a large table, just as in miniatures games. The game emphasizes technical and historical accuracy, woven into a streamlined easy to follow rules structure that keeps the action fast paced and fun. Combat resolution is built around a single die roll philosophy that keeps the players focusing on the battle and not rules. Extensive historical data and scenarios are included - even a map of Pearl Harbor and the location of all the US ships in one. With 140 colorful ship counters, 260 aircraft, basic rules, scenarios, ship & data annex, a scenario generator to let you build your own, and a jumpstart book that gets you playing in an hour. $70.00

COMMAND AT SEA PLAYERS HANDBOOK
A 32 page handbook that is a collection of the charts and combat results tables that appear in the standard rules booklet. Designed for quick reference, the booklet provides all the charts and tables needed for fast tactical play. $10.00

SUPERMARINA I
This is a complete game of the War in the Mediterranean from 1941 - 1943, and portrays the struggle for naval supremacy in the Mediterranean Sea, the vital supply link for Axis forces in North Africa. With 24 scenarios from submarines verses convoys to battleships and cruisers slugging it out off Cape Teulada. The Data Annex book gives all the technical info. Several scenarios are highly suited to solitaire play. With 150 counters of Italian and British ships, 240 aircraft counters, 30 info counters, rules, dice, etc. $70.00

Supermarina I: First Part of the Mediterranean War A 64 page book full of scenarios and historical commentary of the action in the Mediterranean, June 1940-41, and so includes the German invasion of Crete, with air and sea elements. Good reading. $17.00

Supermarina I: Data Annexes - Ships & Aircraft A book crammed full of aircraft and ship data annexes for all the ships and planes that took part in the naval war in the Mediterranean from Sept 1939 - Nov 1942. Each ship and plane has full stats. $25.00

Supermarina I: Counter Sheet Two counter sheets printed back to back with full color ships and aircraft for Australia, Italy, England, and Germany (just air-craft). $27.00

Spearhead

QUA SPEAR HEAD
By Arty Conliffe, who also brought us *Tactica*. This is a complete set of rules that simulate division-level tactics of WW2. The emphasis is on commanding a multi-battalion force, and all game mechanics serve that priority. Each model or stand of infantry represents a platoon. National differences are reflected. The key reasons for the German tactical superiority lay in their fighting system and training, not inbetter equipment. In *Spear Head*, the German player controls a flexbile system which can adapt more easily to the ever changing battlefield. Conversely, a Russian player employs a less flexible command structure. There are four types of orders, and these bind battalions to specific actions on the table and limit the advantages of a players helicopter view. In this game, players must plan their battle carefully, because they cannot change bad plans quickly. Includes one rule book, one Troop Organisation and Equipment book, and several data cards, with all rules, charts, and troop types of all nationalities who fought in Europe or Africa. **Special Price** $20.00

Seekrieg

XEN SEEKRIEG NAVAL MINIATURES RULES
Both novice and experienced players will find this game a must for either gaming or for historical reference. You won't find a more complete set of rules for the entire 1890 through 1945 period of naval warfare. Every ship, aircraft, electronics, torpedo and armament data have been included to cover almost every nation of the world that had naval warships, including Argentina, China, Russia, Germany, France, USA, Great Britain, Turkey, etc. The game can be played with scales from 1:4800 - 1:1200 or even larger if you have the space. Includes a 36 page rulebook with simple and optional rules, the Ship Data Vol I 76 page book, a folio of game charts with 69 tables. $25.00

Seekrieg Ship Data Vol II
This volume provides data for all major surface units afloat at the start of WWII and also provides additional data concerning alternations and additions performed throughout the conflict. Ship data for neutral countries and non-participants has also been included. 52 pages. $15.00

Seekrieg Ship Data Vol I
This book is included in the Seekrieg boxed game. But as this book contains 76 pages of historical data listing over 700 different ship classes, their speed, size, armament, armor, mines carried, catapults, names of those in the class, torpedo and aircraft compliments, etc, etc, from 19 different countries from 1890 - 1945, and 300 different aircraft types 1913-1945, we thought we would offer the book separately, for those who are simply naval history buffs. $15.00

Tank War

XEN TANK WAR WW2 MINIATURES RULES
These 1/285th - 1/300th scale WW2 microarmor rules are the fastest moving and realistic rules available. Rules are simple and brief, without pages of charts and diagrams or rules. Each type of vehicle, gun or infantry squad has its own datacard, and this records armor, speeds, weapons including penetration, damage and to hit factors, point value, year of introduction, special ammunition, etc. Vehicle models represent one vehicle, guns one gun, and one infantry base one squad. Contains 52 data cards of German and Soviet tanks, guns, infantry. $19.00

TW Expansion A (USA)
This 52 card set is the first of several such expansions. This one adds 52 American tanks, guns, infantry, and special vehicles such as artillery tractors, etc. $12.00

Tabletop Complete Armies

World War Two Air Combat $39.95
Newbury 1930-1960 Rules, 8 x Skytrex 1/300th aircraft, dice.

WW II Micro Starter Set: USA Vs German $64.95
Firefly Rules, over 45 Skytrex 1/300th tanks, & 2 dice.

WWII Micro Starter Set: Russian Vs German $64.95
Firefly Rules, over 45 Skytrex 1/300th tanks, 2 dice.

World War II Naval: British Versus German $39.95
WW2 Naval Rules, 10 x 1/3000th Skytrex Ships, 2 dice.

World War II Naval: USA Versus Japan $39.95
WW2 Naval Rules, 10 x 1/3000th Skytrex Ships, 2 dice.

Modern Micro Starter German Vs Soviet $64.95
Challenger 2000 rules, over 35 Heroic & Ros AFVs, 2 dice.

Modern Micro Starter USA Verses Soviet $64.95
Challenger 2000 rules, over 35 Heroic & Ros AFVs, 2 dice.

Modern Naval Start Set: USA Versus Soviet $44.95
Sea Power Rules, 9 Skytrex 1/3000th Skytrex ships, 2 dice.

Science Fiction

BattleTech

FAS BATTLETECH 4th Edition **
By the 28th Century, mankind had spread civilization to hundreds of worlds, spanning hundreds of lightyears out from Earth. But then began the Succession Wars, horrible conflicts which destroyed technology and human life without precedent. By 3025 AD, war had reduced very much to attrition - great 10 meter tall war machines called BattleMechs ruled the battlefields, but once destroyed, were not easily replaced. Hence the Mechs on the field were mostly decades old, patched up time and time again, just to keep them in the field. The few factories not destroyed in the Wars turn out a pitifully small number of new mechs. This 4th edition comes with a 48 page rulebook that covers heat build-up, piloting skills, critical hits, physical attacks (punching, etc), movement, combat, etc; a 32 page record sheet book; a 32 page full color book with quick start rules and heaps of background info; there are two 22"x27" maps; & 48 cardboard full color standup counters, being two each of 24 different mechs; and 144 full color unit stickers. Note that there are no rule changes. $44.95

BattleTech Compendium: The Rules of Warfare - Softcover
Contains all the rules needed for Battletech, for Mechs, vehicles, and infantry, and optional and advanced rules, mech construction, a miniatures conversion, etc.. All rules clarifications or changes are marked in the text, so experienced players can find them at a glance. Features stunning full color computer graphics of mechs, jump ships, elementals, etc. Also has some new mechs: including a new Axeman with twin LRM15, a Clan Hunchback IIC with jump jets and twin Ultra AC/20, and a map of the Innersphere. $35.00

BattleLance Miniatures Rules This is not a FASA product. This is an update on the fast-play BattleTech miniatures rules that are contained in White Metal. These rules are 32 pages & you must have the BattleTech Compendium to use them. They allow players to use from 16 to 30 mechs each. There is no paper record keeping. All damage is recorded with D6s, as all units take six hits. Counters record overheating. The rules include army lists that list all the mechs & vehicles which are used by each of the Houses and Clans, Comstar, and Wolf's Dragoons. There are also comprehensive rules which cover all aspects of Clan Rules of Conduct, such as Zellbrigen and bidding. $4.00

Ral Partha BattleTech Miniatures

Mechs & AFVs
1/285th Scale Metal kits with 1 or () models.

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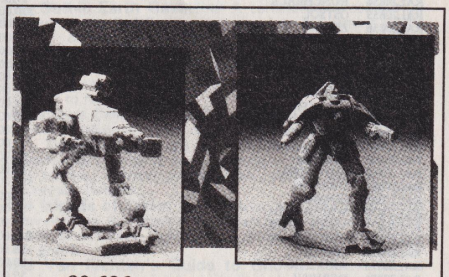

20-636 Bushwacker

20-637 Goshawk

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RAL10842P	**CLAN HEAVY OMNI MECHS BOXED** Loki,Vulture,Madcat,Thor	$43.00
RAL10843P	**ASSAULT OMNI MECHS BOXED SET** Daishi,Masakari,Gladiator,Man O'War	$45.00

Dirtside II

DIRTSIDE II By the same people who did *Full Thrust*. This is a comprehensive set of generic rules for simulating science fiction battles in virtually any background or future history. The system covers combined-arms actions from a few platoons up to full battalion combat group level. Rules are inlcuded for infantry, AFVs of all types, artillery, aerospace support and landings, combat walkers, and much more. Designed for use with 1:285/1:300 scale miniatures. Includes a flexible integrated game sequence, an innovative chartless combat system for fast play, complete vehicle design and points value systems, lots of photos, artwork, and 2 sheets of color counters. By GZG. **$35.00**

STARGRUNT II These rules are actually miniatures' rules, but as I've finished the miniatures section, I am forced to place them here. These rules are a comprehensive set of generic rules for simulation science fiction infantry combat in virtually any background, but also includes background info and unit types and organisation set in the same universe as Dirtside and Full Thrust. Scale is individual infantry and vehicles, and you can play actions with a few squads up to company level. Rules cover infantry, power armored troops, AFVs, artillery, flexible integrated game sequence, fast play system with minimal record keeping. Also has 2 counter sheets, and tons of illustrations. **$40.00**

Full Thrust

GZG **FULL THRUST 2nd Ed**

A beautiful production of tactical starship combat rules, on glossy paper filled with B&W photos of model spaceships and diagrams.. The basic rules on their own will give a very simple, fast game with absolutely no complications, even when using big fleets. Once you are familiar with the basics, various parts or all of the Advanced rules can be added. No ships can fire into their aft quadrant (except against fighters) due to the distortion field caused by the ship's engines. This has a profound effect on tactics and manoeuvring. There is great satisfaction to be had by getting up behind a Dreadnought with your cruiser and letting it have all batteries straight up the Drive Tubes, and the *#@# can't shoot back! This ruling makes players think much harder about the relative position of their ships, requiring the use of escorts to cover these blind spots of the bigger ships. At the beginning of each turn players write down their movement for that turn, and both players then carry out the plotted movement - so you really need to try to outguess your opponent. Also includes complete ship construction and costings rules, background detail & expanded ship stats. **$25.00**

MORE THRUST

The first supplement for *Full Thrust*. A compendium of additional rules, scenarios and other material. Includes new fleet details, including the alien Kra'vak race, expanded ship statistics and new classes, additional weapons and other systems, scenario outlines and extended time line, etc. One of the new optional rules is the ability to cloak your ships. The amusing thing is that your ship is also blind when cloaked, so you must plot its moves without the miniature on the table - if you muck up your guessed movement orders, it could end up in the next room! **$25.00**

Full Thrust Space Ship Miniatures

Lead models by CMD.

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Heavy Gear

DRE **HEAVY GEAR RPG**

This book includes the rules needed to play the game plus some basic information on Terra Nova and the rest of the Heavy Gear background. The rules allow play either as a RPG, a tactical tabletop miniatures wargame, or a combination of them both. The game is set in the year 6132. The 240 + page rulebook includes tons of stunning art of mecha, etc, basic and advanced rules, a vehicle construction section, sample units of soldiers, etc. Terra Nova was settled a thousand years ago, but now is isolated from Earth after the collapse of the Human Concordat. Two confederations exist on Terra Nova and apart from beating off invasions from imperialistic Earth, they totter on the brink of world war, with constant border clashes and raids. Aircraft are rare due to horrendous weather, and there are few seas, so warfare is restricted to ground units such as Heavy Gears: suits of body armor making an infantryman into virtually a small vehicle; light and heavy tanks, assault and artillery striders, grunts, etc. **$50.00**

Heavy Gear Mini Game For a full write up, look in the RPG section. This is a very basic but complete version of the Heavy Gear wargame, including color map, 8 color Heavy Gear counters, and brief rules with a selection of weapons choices. **$3.00**

For more Heavy Gear products, look in the Roleplaying section.

Heavy Gear Miniatures

Figures made by RAFM.

Northern Hemisphere Heavy Gears

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Killzone

Mark Copplestone's Future Warriors

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Kyromek

KRYOMEK MINIATURES RULES

At last - a new company in the UK has taken over Kryomek and has released the rules and a new supplement, plus a range of the miniatures. These rules are full of dark background and atmosphere, of a dark future where the Nexus Tri-Federation of humans blunder into an alien menace called the Kryomeks - and now humanity is fighting for its survival. The rules are skirmish and mass-combat level rules depicting the war between these two races. The fast play mechanics inlcude a command chit order system, and a low threshold of dice throwing. Features alien terrain, troop experience, rank progression, skill bonuses, extensive campaign background, weapons tech, morale, drones, bio-engineering, combat vehicles, etc. **$29.95**

KRYOMEK MILITARY ANALYSIS 3441-3507 AD

This eagerly awaited new supplement for Kryomek has just been released. Has 88 magnificantly illustrated pages with heaps of universe background, following the Tri-Federations invasion of the Xar and Bayuda systems, the subsequent Kryomek invasion of human space and the frantic efforts to contain it; the Great Rebellion as human colonies rebel against the Quorumate to become independent, further fracturing humanities effects against the Kryomek, and the MegaCorporations benefiting from it all. Has comprehensive army lists for Early Rebels, Colonial Marines, Early Kryomek, Beta and Gamma strains of Kryomek, Warzone Nexus, etc; details new Kryomek weapons, the new Talos unit that totally wiped out two Nexus legions, etc. Great reading. **$17.95**

Kryomek Aliens

Exaggerated 25mm scale

GRNKKO-001	KRYOMEK HELIONS (5)	$11.95
GRNKKO-002	KRYOMEK WARRIORS (2) BIO-ACID & SWORD	$11.95
GRNKKO-003	KRYOMEK WARRIORS (2)BIO-ACID JET	$11.95
GRNKKO-004	KRYOMEK WARRIORS (2) MOLECULE BLADES	$11.95
GRNKKO-005	KRYOMEK WARRIORS WITH 2 BLADES (2)	$11.95
GRNKKO-006	KRYOMEK WARIORS WITH MOLECULE BLADE (2)	$11.95
GRNKKO-007	KRYOMEK WARMASTER CLEAVER & PLASMID	$11.95
GRNKKO-008	KRYOMEK WARRIOR WITH SPORE LAUNCHER (2)	$11.95
GRNKKO-009	KRYOMEK WARMASTER WITH CORRODER LANCE	$11.95
GRNKKO-010	KRYOMEK HELIONS WITH TAILS (3)	$11.95
GRNKKO-011	KRYOMEK HELIONS WITH TAILS (3)	$11.95
GRNKKO-012	KRYOMEK HELIONS (3)	$11.95

GRNKKO-013	KRYOMEK HELIONS (3)	$11.95
GRNKKO-014	KRYOMEK HELIONS (3)	$11.95
GRNKKO-015	KRYOMEK HELIONS (3)	$11.95

Nexus Humans
Exaggerated 25mm scale

GRNKNO-001	Nexus Marines (4)	$11.95
GRNKNO-002	Nexus Marines (4)	$11.95
GRNKNO-003	Nexus Marines (3)Heavy Weapons	$11.95
GRNKNO-004	Nexus SWAT Team in Power Armor (3)	$11.95
GRNKNO-005	Nexus SWAT Team in Power Armor (3)	$11.95
GRNKNO-006	Nexus SWAT Team in Power Armor (3)	$11.95
GRNKNO-007	Nexus SWAT Team in Power Armor (3)	$11.95
GRNKNO-008	Nexus SWAT Team Heavy Weapons (3)	$11.95
GRNKNO-009	Nexus Marines (4)	$11.95
GRNKNO-010	Nexus Marine Casualties (4)	$11.95

Legions of Steel

GLO LEGIONS OF STEEL

This game used to sell for over $100! Now just $49.95. It contains 1 kg of metal miniatures. This is a fast paced miniatures combat game. You try to save humanity from a siege of nightmarish marchines. Play an elite group of commandos in powered armor on their missions to destroy the base complex of their enemy. Meanwhile, your opponent maneuvers his horde of mechanical minions commanded by ten feet of metallic horror - the dreaded Mark I Assault Fiend. Mechanics are simple. Only six sided dice are required to quickly resolve firefights, but you need more than luck to survive. With Forcewall grenades, Nachtmachers, Blasters and Napalm X flame weapons on the field of battle, tactical considerations are many. For 2 or more players. Includes 19 metal miniatures (of 30mm scale), 48 full color interlocking map templates (like Space Hulk), 86 color counters, 24 stand up doors, rules with 8 scenarios. **$49.95**

GLO1100 ADVANCED RULES

Rules for 16 new miniatures including the Succubot, rules for 35 new weapons, electronic wawrfare, advanced movement and fire, expanded hand to hand combat, unit point values, ammo counts, etc. Also12 more full color board templates, 152 color counters. **$19.95**

GLO1150 LOS SCENARIO PACK 1

Twelve new scenarios, expanded background information, rules for new miniatures and weapons, including C1 Succubot, G3 Predator, UNE Behemoth RXS, advanced movement and fire options, point values, short story, and 66 cut out counters. **$9.95**

ALIEN SOURCEBOOK

A 96 page book which introduces us to the Black Empire, the Infranites and the Fantasians. Provided is an overview of each race's physiology, culture and history. There are six scenarios, charts, tables, and painting schemes. **$14.95**

JUNCTION POINT CAMPAIGN PACK

The Princess Meline of the Black Empire is kidnapped by the Machines, and a massive rescue operation is launched. Includes campaign rules, rules for 25 new miniatures, 20 new weapons, point values, 7 scenarios, 12 more geomorphic mapboards, etc. **$14.95**

LOS TEMPLATE PACK 1

24 full color interlocking map templates similar to Space Hulk. Each is around 10cm square. This pack is included in the game. **$9.95**

LOS TEMPLATE PACK 2

24 full color interlocking map templates similar to Space Hulk. Each is around 10cm square. **$9.95**

LOS TEMPLATE PACK 3

24 full color interlocking map templates similar to Space Hulk. Each is around 10cm square. **$9.95**

LOS TEMPLATE PACK 4

24 full color interlocking map templates similar to Space Hulk. Each is around 10cm square. **$9.95**

LOS TEMPLATE PACK 5

24 full color interlocking map templates similar to Space Hulk. Each is around 10cm square. **$9.95**

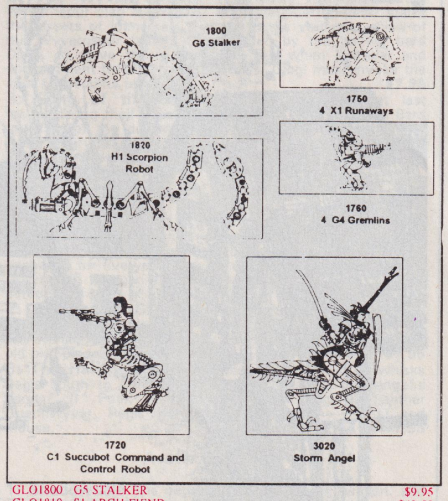
U.N.E.

The miniatures are approximately half the price they were previously

GLO1500	COMMANDO TROOPERS W/BLASTER	$6.50
GLO1501	UNE TROOPER W/RAM & TOW7	$7.50
GLO1502	UNE TROOPER W/RAM & GL	$7.50
GLO1503	UNE POWERED INFANTRY	$4.50
GLO1510	COMMANDO HVY WPN TRPRS (2)	$6.50
GLO1511	HVY WPN TROOPER W/EMP PROJECTOR	$7.50
GLO1520	BEHEMOTH RXS	$9.95
GLO1521	UNE ASSAULT SUPPORT PLATFOR	$9.95
GLO1530	PATHFINDER	$6.50
GLO1531	UNE RECCE TROOPER W/JUMP PA	$7.50
GLO1540	IRONSIDE PBA	$9.95
GLO1550	UNE COMMANDO W/CARL G&LOADER	$7.50
GLO1551	FLECHETTE GUN TROOPER &LOADER	$7.50
GLO1552	TROOPERS W/FLECHETTE GUN (2)	$7.50
GLO1553	TROOPER W/CARL G GUN MK 4	$4.50
GLO1554	UNE AUTORAM TROOPER W/E - L	$7.50
GLO1555	UNE CALLIOPE TROOPER	$4.50
GLO1580	2 UNE PIONEERS	$9.95
GLO1590	UNE SUPERFORTRESS COLOSSUS	$43.50
GLO1600	UNE FAST ATTACK VEHICLE	$32.50
GLO1699	UNE POWERED INFANTRY	$32.50

The Machines

GLO1700	NIGHTMARES W/DEADBOLT LNCR	$4.95
GLO1701	G1B NIGHTMARE W/THUMPER	$6.50
GLO1702	G1C NIGHTMARE W/NEGASPHERE	$6.50
GLO1703	G1A NIGHTMARE W/SCATTERGUN	$6.50
GLO1710	MARK I ASSAULT FIEND	$7.50
GLO1711	MARK IA1 ASSAULT FIEND	$10.95
GLO1720	C1 SUCCUBOT & CONTROL ROBOT	$5.50
GLO1730	G3 PREDATOR	$6.50
GLO1731	G3B PREDATOR WITH GL (2)	$7.50
GLO1732	G3A PREDATOR WITH SPAZ (2)	$7.50
GLO1740	MARK II ASSAULT FIEND	$9.95
GLO1741	MARK IIA1 ASSAULT FIEND	$10.95
GLO1750	RUNAWAY	$7.50
GLO1760	GR4 GREMLINS (4)	$6.50
GLO1770	G6 SNIPERBOT	$6.50
GLO1780	MARK III ASSAULT FIEND	$13.95
GLO1781	MARK IIIA1 ASSAULT FIEND	$13.95
GLO1790	C2 CENTURION	$13.95



GLO1800	G5 STALKER	$9.95
GLO1810	S1 ARCH FIEND	$43.50
GLO1820	SCORPION ROBOT	$13.95
GLO1830	DREADBOT	$26.95
GLO1899	MACHINE INFILTRATION HORDE	$29.95
GLO1998	MACHINE EXTERNAL SECURITY H	$32.50
GLO1999	MACHINE INFILTRATION HORDE	$29.95

Black Empire

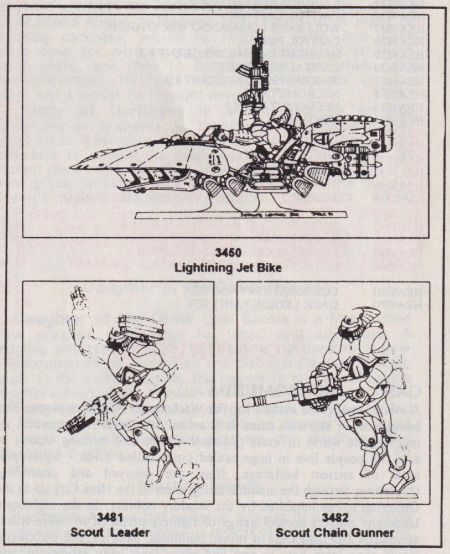
GLO3000	SETH DRAKKAR	$7.50
GLO3001	DRAKKAR W/BURSTLANCE	$8.95
GLO3002	ASETH DRAKKAR	$4.50
GLO3020	STORM ANGEL	$9.95
GLO3021	RECCE ANGEL	$9.95
GLO3040	LANCER TAKKAR	$8.95
GLO3041	GRENADIER TAKKAR	$8.95
GLO3042	ADRAX TAKKAR (2)	$9.95
GLO3060	TOSIA DRAKKAR	$13.95
GLO3080	MASSAKAR W/BURSTLANCE	$10.95
GLO3081	MASSAKAR W/HVY DISINTEGRATO	$10.95
GLO3090	BLACK EMPIRE CHARIOT	$26.95
GLO3197	QUAD CYCLE	$32.50
GLO3199	BLACK EMPIRE STORM GUARD	$32.50

Fantasian

GLO3200	STORMTROOEPRS W/PPSH (2)	$7.50
GLO3201	STORMTROOEPRS W/PKM (2)	$7.50
GLO3202	STORMTROOEPRS W/SS2000 (2)	$7.50
GLO3203	STORMTROOEPRS W/AK (2)	$7.50
GLO3204	STORMTROOEPRS W/RPK (2)	$7.50
GLO3205	RPG GUNNER W/E LOADER	$7.50
GLO3206	FANTASIAN SNIPER	$4.50
GLO3220	T-85/34 SHOCK ARMOR	$8.95
GLO3221	T-85/37 W/TWIN KPV	$8.95
GLO3222	T-85/35 W/K2SHAW	$8.95
GLO3223	T-85/36 W/AT4	$8.95
GLO3240	KOMMISAR AND STARSHINA	$10.95
GLO3241	GHON POLITZ W/RPK (2)	$10.95
GLO3242	GHON POLITZ GRENADIER	$8.95
GLO3243	GHON POLITZ PKM GUNNER	$8.95
GLO3244	RIOT POLITZ	$12.95
GLO3250	DROP TROOPERS W/AK & PS (2)	$9.95
GLO3251	DROP RPG GUNNER & DYNAMO	$9.95
GLO3252	DROP RPK GUNNER & GRENADIER	$9.95
GLO3398	FANTASIAN POWERED INF SQUAD	$32.50
GLO3399	FANTASIAN SQUAD	$22.50

Infranite

GLO3400	INFRANITE WARRIOR	$8.95
GLO3401	INFRANITE F.R.O.G. WARRIOR	$4.50
GLO3420	INFRANITE CHAIN GUNNER	$5.50
GLO3421	INFRANITE WAR LEADER	$5.50
GLO3422	ASSAULT WARRIORS	$10.95
GLO3440	INFRANITE VOLCANO BAP	$15.95
GLO3441	INFRANITE VOLCANO FROG BAP	$15.95
GLO3450	LIGHTENING JET BIKE	$15.95
GLO3480	SCOUT WARRIORS	$8.95
GLO3481	SCOUT WAR LEADER	$4.50
GLO3482	SCOUT CHAIN GUNNER	$4.50
GLO3599	INFRANTE WAR PARTY	$29.95



Mutant Chronicles

HEA WARZONE MINIATURES RULES

144 glossy, full color pages, with heaps of color photos of miniatures, and lots and lots of stunning full color paintings and art, much of it by ex-Games Workshop staff. The rules themselves are fast moving and not too complex. All figures are rated with close combat skills, ranged weapons, armor value, leadership, actions, wounds, strength, movement, and point value. Most troops have 3 actions, with more capable troops such as captains have 4 actions. A nepharite has 6 actions. Players dice for initiative, which is a D20 + leadership score, then take turns moving one squad or character each. When a model is activated, it must spend its actions. With three actions it can do a selection of move, fire, aim, concentrate, hide, spot, give orders, wait, etc. Actions can be taken in any order and any number of times up to the actions number. A standard trooper with 3 actions can move three times, or shoot three times, or move, fire then hide. If you aim and then fire, you get big to-hit bonuses. The rules include 37 pages of pure background, and army lists & weapons lists for Capitol, Bauhaus, Mishima, Imperial, Cybertronic, The Cartel, The Brotherhood, Algeroth, Ilian, Muawijhe, Semai, and Demnogonis. Includes one card sheet of counters & templates. **$27.50**

Mutant Chronicles Warzone Miniatures

All figures are around 35mm tall, with Citadel bases

HEA9501	CAPITOL TROOPERS (4)	$11.95
HEA9502	BLOOD BERETS (4)	$11.95
HEA9503	BAUHAUS HUSSARS (4)	$11.95
HEA9504	MISHIMA SAMURAI (4)	$11.95
HEA9505	UNDEAD LEGIONARIES (4)	$11.95
HEA9506	BLESSED LEGIONARIES (4)	$11.95
HEA9507	WOLFBANE COMMANDOS (4)	$11.95
HEA9508	CYBERTRONIC CHASSEURS (4)	$11.95
HEA9509	CAPITOL SPECIAL FORCES (4)	$11.95
HEA9510	CARTEL SPECIAL AGENTS (4)	$11.95
HEA9511	UNDEAD LEGIONARIES (4)	$11.95

HEA9512	BROTHERHOOD TROOPERS (4)	$11.95
HEA9513	NECROMUTANTS (4)	$11.95
HEA9514	ILLIAN TEMPLARS	$11.95
HEA9515	SCREAMING LEGIONARIES OF MUAWIJHE	$11.95
HEA9516	BROTHERHOOD ELITE TROOPERS	$11.95
HEA9517	HERETIC LEGIONARIES	$11.95
HEA9601	CARDINAL DOMINIC (1)	$5.25
HEA9602	NEPHARITE OF ALGEROTH (1)	$6.50
HEA9603	VALPURGIUS NEPHARITE (1)	$5.25
HEA9604	RAZIDE (1)	$5.25
HEA9605	PRETORIAN STALKER # 1 (1)	$5.25
HEA9606	PRETORIAN STALKER # 2 (1)	$5.25
HEA9607	MORTIFICATOR ON GUARD (1)	$3.95
HEA9608	MORTIFICATOR LEAPING (1)	$3.95
HEA9609	EZOGHOUL (1)	$19.95
HEA9610	NEPHARITE OF DEMNOGONIS (1)	$9.50
HEA9611	NEPHARITE OF ALAKHAI (1)	$9.50
HEA9612	CURATOR (1)	$3.95
HEA9613	NECROMOWER (1)	$13.50
HEA9614	ATILLA III CUIRASSIER (1)	$6.50
HEA9615	NEPHARITE OF DEMNOGONIS (1)	$9.50
HEA9616	NEPHARITE OF ILLIAN (1)	$9.50
HEA9617	NEPHARITE OF MUAWIJHE (1)	$9.50
HEA9618	ZENITHIAN SOULSLAYERS (1)	$9.50
HEA9619	RAMS AIR CAVALRY (1)	$5.25
HEA9620	BROTHERHOOD MYSTIC (1)	$3.95
HEA9621	BROTHERHOOD KEEPER OF THE ART (1)	$3.95
HEA9622	IMMACULATE FURY (1)	$9.50
HEA9623	NEPHARITE OF SEMAI (1)	$9.50
HEA9624	CALLISTONIAN INTRUDER (1)	$5.25
HEA9625	BIO-GIANT (1)	$26.50
HEA9626	CYBERTRONICE ERADICTAOR DEATHDROID	$26.50
HEA9627	UNHOLY CARRONADE WITH CREW	$26.50
HEA9801	CAPITOL CAPTAIN (1)	$3.50
HEA9802	CAPITOL SERGEANT (1)	$3.50
HEA9803	CAPITOL TROOPER W/HVY WEAPON	$3.50
HEA9804	BLOOD BERET CAPTAIN (1)	$3.50
HEA9805	BLOOD BERET SERGEANT (1)	$3.50
HEA9806	BLOOD BERET W/HVY WEAPON	$3.50
HEA9807	BAUHAUS KAPITAN (1)	$3.50
HEA9808	BAUHAUS HUSSAR SERGEANT (1)	$3.50
HEA9809	BAUHAUS HUSSAR W/HVY WEAPON	$3.50
HEA9810	MISHIMA SAMURAI LEADER	$3.50
HEA9811	MISHIMA SAMURAI HERO	$3.50
HEA9812	MISHIMA SAMURAI W/HVY WEAPON	$3.50
HEA9813	WOLFBANE COMMANDO CHIEFTAIN	$3.50
HEA9814	WOLFBANE COMMANDO HERO	$3.50
HEA9815	WOLFBANE COMMANDO W/HVY WPN	$3.50
HEA9816	SEA LION SERGEANT	$3.50
HEA9817	SEA LION HERO	$3.50
HEA9818	SEA LION W/HVY WEAPON	$3.50
HEA9819	FREE MARINE SERGEANT	$3.50
HEA9820	FREE MARINE HERO	$3.50
HEA9821	FREE MARINE W/HVY WEAPON	$3.50
HEA9822	CYBERTRONIC CHASSEUR SERGEANT	$3.50
HEA9823	CYBERTRONIC CHASSEUR HERO	$3.50
HEA9824	CYBERTRONIC CHASSEUR W/HVY WPN	$3.50
HEA9825	BAUHAUS HUSSAR HERO	$3.50
HEA9826	CAPITOL CAPTAIN	$3.50
HEA9827	WOLFBANE COMMANDO W/SHOTGUN	$3.50
HEA9828	CAPITOL HERO	$3.50
HEA9829	BAUHAUS HUSSAR SERGEANT # 2	$3.50
HEA9830	CAPITAL SERGEANT	$3.50
HEA9831	BLOOD BERET SERGEANT # 2	$3.50
HEA9832	NECROMUTANT	$3.50
HEA9833	NECROMUTANT # 2	$3.50
HEA9834	CENTURION	$3.50
HEA9835	BROTHERHOOD TROOPER SGT	$3.50
HEA9836	INQUISITOR	$3.50
HEA9837	BROTHERHOOD TROOPER SERGEANT	$3.50
HEA9838	ILLIAN HIGH TEMPLAR	$3.50
HEA9839	BROTHERHOOD ELITE TROOPER SGT	$3.50
HEA9840	BROTHERHOOD ELITE TROOPER W/HVY WEAPON	$3.50
HEA9841	HERETIC	$3.50
HEA9842	BROTHERHOOD SACRED WARRIOR # 1	$3.50
HEA9843	ROTHERHOOD SACRED WARRIOR # 2	$3.50
HEA9844	ROTHERHOOD SACRED WARRIOR # 3	$3.50
HEA9845	ROTHERHOOD SACRED WARRIOR SERGEANT	$3.50
HEA9301	CORPORATION PAINT SET	$21.50
HEA9302	DARK LEGION PAINT SET	$21.50

Necromunda

GAM NECROMUNDA

A whole new game system for the Warhammer 40,000 universe, this being a set of skirmish rules. It is set on the planet Necromunda, an inhospitable world of toxic pollutant wastes and burning clouds of acid. Its people live in huge sealed cities called hives - layer upon layer of ancient buildings, from the decayed and crumbling Underhive, through the manufacturing areas of the Hive City up to the Glittering spires inhabited by the wealthy nobility. In the nightmare Undercity players control gangs of fighters prepared to battle it out amongst a 3-D landscape of ruined buildings, gantries, and walkways. You'll soon learn how to arm and equip your gang efficiently, and how to exploit the ruins and other terrain to your best advantage. You can also expand your gangs beyond the models provided in the game. This big boxed set includes 24 miniatures (12 Orlocks and 12 Goliaths), 80 page rulebook, 88 page sourcebook, 8 paint modelling and painting guide, 2 plastic rangerulers, 30 plastic bulkheads, heaps of cardboard buildings and walkways, counters and templates, dice, 8 page easy-start booklet. Out now! **$99.00**

OUTLANDERS

Adds outlaws to the game of Necromunda. Features Wyrds, weird witches with terrifying psychic powers, lethal Spyrers, new weapons, outlaw scenarios, the Arbitrator campaign, new card buildings which included a shielded walkway, 12 plastic bulkheads, 5 card barricades, an elevator and a watch tower. **$60.00**

NECROMUNDA MINIATURES

NECROMUNDA BOXED SETS

CITO043	HOUSE CAWDOR	$34.00
CITO044	HOUSE ORLOCKS	$34.00
CITO049	HOUSE GOLIATH GANG	$34.00
CITO050	HOUSE ESCHER GANG	$34.00
CITO051	HOUSE VAN SAAR GANG	$34.00
CITO052	HOUSE DELAQUE GANG	$34.00
CITO053	REDEMPTIONISTS GANG	$34.00
CITO054	RATSKIN RENEGADES (8)	$34.00
CITO055	SCAVVY GANG (8)	$34.00

NECROMUNDA BLISTERS

CIT729012	HOUSE ORLOCK JUVES	$15.50
CIT729029	HOUSE ORLOCK HEAVY WEAPON	$9.50
CIT729036	HOUSE ORLOCK GANGERS	$15.50
CIT729043	HOUSE ORLOCK LEADER	$9.50
CIT729067	HOUSE CAWDOR JUVES	$15.50
CIT729074	HOUSE CAWDOR HEAVY WEAPON	$9.50
CIT729081	HOUSE CAWDOR GANGERS	$15.50
CIT729098	HOUSE CAWDOR LEADER	$9.50
CIT729128	HOUSE GOLIATH JUVES	$15.50
CIT729135	HOUSE GOLIATH HEAVIES	$9.50
CIT729142	HOUSE GOLIATH GANGERS	$15.50
CIT729159	HOUSE GOLIATH LEADER	$9.50
CIT729180	HOUSE ESCHER JUVES	$15.50
CIT729197	HOUSE ESHER HEAVY WEAPON	$9.50
CIT729203	HOUSE ESCHER GANGERS	$15.50
CIT729210	HOUSE ESCHER LEADER	$9.50
CIT729241	HOUSE VAN SAAR JUVES	$15.50
CIT729258	HOUSE VAN SAAR HEAVY WEAPON	$9.50
CIT729265	HOUSE VAN SAAR GANGERS	$15.50
CIT729272	HOUSE VAN SAAR LEADER	$9.50
CIT729302	HOUSE DELAQUE JUVES	$15.50
CIT729319	HOUSE DELAQUE HEAVY WEAPON	$9.50
CIT729326	HOUSE DELAQUE GANGERS	$15.50
CIT729333	HOUSE DELAQUE LEADER	$9.50
CIT729369	RATSKINS	$9.50
CIT729379	UNDERHIVE SCUM	$9.50
CIT729388	BOUNTY HUNTERS	$12.50
CIT729389	BOUNTY HUNTER WITH BOLTGUN	$12.50
CIT729401	BOUNTY HUNTER WITH SHOTGUN	$12.50
CIT729419	SPYRER ORRUS	$12.50
CIT729429	SPYRER MALCADON	$12.50
CIT729432	SPYRE: YELD	$12.50
CIT729449	SPYRE: JAKARA	$9.50
CIT729456	MAD DONNA	$15.50
CIT729469	WYRD BEASTMASTER	$15.50
CIT729593	WYRD PYROMANIAC	$12.50
CIT729609	KARLOTH VALOIS	$15.50
CIT729619	PLAGUE ZOMBIES	$15.50
CIT729661	WYRD TELEPATH	$12.50
CIT729678	WYRD TELEKINETIC	$12.50
CIT729479	REDEMPTIONIST ARCH ZEALOT	$15.50
CIT729487	NECROMUNDA WEAPONS	$12.50
CIT729529	REDEMPTOR PRIEST	$9.50
CIT729539	REDEMPTIONIST ZEALOT	$9.50
CIT729529	REDEMPTIONIST BRETHREN (4)	$15.50
CIT729509	REDEMPTIONIST DEACON (1)	$9.50
CIT729549	BRAKAR THE AVENGER (1)	$15.50
CIT729559	RATSKIN BRAVES (4)	$15.50
CIT729569	RATSKIN CHIEF (1)	$9.50
CIT729579	RATSKIN SHAMAN (1)	$9.50
CIT729589	PIT SLAVES (2)	$9.50
CIT729623	SCAVVY BOSS	$9.50
CIT729630	SCALY	$15.50
CIT729647	SCAVVIES (4)	$15.50
CIT729654	SCAVVY MUTANTS (3)	$15.50

Sci-Fi Supply

This is a new range we just picked up. They make six types of magnificent walls out of durable vacuum-formed styrene plastic, which easily cut into smaller lengths. (Each pack has 25 feet ! of walls.) These are perfect for enhancing games of Space Hulk, role playing in dungeons, but mostly just great for making indoor arenas in which to fight for Warhammer 40,000 or Fantasy. They also make a range of easy to assemble buildings.

SCI0101 Dirty High-Tech Spaceship Walls **$21.50**
Contains 28 sections of walls, each 27cm wide & 4.5cm high. These walls depict the high-tech interior of spaceships, or futuristic buildings. Corridors & rooms, including door ways, etc.

SCI0102 Space Ship Walls & Rooms **$21.50**
Contains 28 sections of walls, each 27cm wide & 4.5cm high. These walls depict the interior of spaceships, both usable as corridors and rooms, including doorways, etc.

SCI0103 Alien Giegeresque Walls & Rooms **$21.50**
Contains around 28 sections of walls, each 27cm wide & 4.5cm high. These walls depict the interior of an alien hive, very similar to the one in the movie ALIENS, which was designed by Gieger. For corridors and rooms, including doorways, etc.

SCI0104 Alien Lovecraftian Walls & Rooms **$21.50**
Contains around 28 sections of walls, each 27cm wide & 4.5cm high. These walls depict the interior of an alien hive, based on the Lovecraftian Mythos. For corridors and rooms, including doorways, etc.

SCI0201 Castle & Keep Corridors & Rooms **$21.50**
Contains around 28 sections of walls, each 27cm wide & 4.5cm high. These depict the interior of castle and keep corridors and rooms including doorways, etc.

SCI0202 Dungeon & Catacombs Corridors & Rooms **$21.50**
Contains around 28 sections of walls, each 27cm wide & 4.5cm high. These depict the interior of dungeon & catacombs corridors and rooms including doorways, etc.

SCI1101 BattleField Craters **$8.00**
Several sheets of 3-D battlefield craters of all sizes. Perfect for Warhammer 40,000 or BattleTech or Space Marine etc.

SCI1102 Ruined Building with Rubble **$10.00**
A detailed, partially destroyed and rubble strewn building. Has a large square area of rubble, with damaged walls on two sides. For 25mm or Epic scales, fantasy or sci-fi.

SCI2101 Tudor Inn **$10.00**
A large two story medieval style Tudor Inn. For 25mm only.

SCI2102 Stone & Thatch Tavern **$10.00**
A long one story medieval style Tavern. For 25mm only.

SCI2103 Blacksmith's & Stables **$10.00**
A long one stone wooden blacksmith's workshop with stables at one end. For 25mm only.

SCI2104 Plain Ol' House **$10.00**
A typical wooden medieval one story house. For 25mm only.

SCI2107 Mausoleum & Graveyard **$10.00**
For 25mm only.

SCI2201 Sci-Fi Tower **$10.00**
A sci-fi tower suitable mostly for Warhammer 40,000, etc.

SCI2202 Sci-Fi Bunker **$10.00**
A sci-fi tower suitable mostly for Warhammer 40,000, etc.

Silent Death

IRO **SILENT DEATH The Next Millennium Deluxe Edition **/##**

A stunning new boxed set packed with plastic miniatures, missiles, and all manners of goodies. Silent Death the Next Generation is an exciting, quick-playing and easy-to-learn game of star fighter combat set against the backdrop of a disintergrating high-tech empire in the far future. This boxed set includes 168page Deluxe Rulebook, 32 page starcraft display book, 16 page introductory scenario book, 48 plastic ships (4 each of 12 designs), nine dice, dozens of numbered plastic missles, torpedoes and asteroids, and two 24" x 36" hex maps. This revised and updated set includes all the rules from the original edition and it's supplements, allowing for a wide diversity of weapon types, crew quality, and tactical situations. Exciting brand new features include ship building rules that allow you to design ships from scratch, tournament rules, & 24 updated ship designs. **$80.00**

SILENT DEATH The Next Millenium RULEBOOK
The rulebook of the above boxed set, available separately. **$24.00**

RENEGADES: The Espan Rebellion
A supplement chronicling the Espan Civil War from the first days after its failed coup to the climatic battle high above the Espan capital of Esperanza. Includes 19 quick-play scenarios, a full campaign system that allows for repeat play, six new starcraft designs, two new weapon types. **$16.00**

SUNRUNNERS
With the end of the Terran-Hatchling War, the frontier is expanding once again, but not without conflict. This module reveals everything there is to know about the last survivors fo Barat-Tuul, who after their world was taken over and infested by the Grubs, formed their survivors into tough mercenaries who hire themselves out for money or salvage or parts. One day, they will return to their world to claim it back from the Grubs. **$21.50**

WARHOUNDS
Escort vessels - corvettes, frigates and destroyers - are the true workhorses of all interstellar navies. This supplement adds the escort class of ships to the deadly universe of Silent Death. Escorts do the grunt work of the navy, serving as long range patrol craft, picket ships, convoy & fleet escorts, fighter tenders, etc. This book includes 6 escort class ships. **$24.00**

RAF0601	SPIRIT RIDER (3)	$8.50
RAF0602	THUNDER BIRD (2)	$8.50
RAF0603	NIGHT HAWK (2)	$8.50
RAF0604	SERAPH (2)	$8.50
RAF0605	SALAMANDER (2)	$8.50
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RAF0607	TEAL HAWK (1)	$8.50
RAF0608	SORENSEN 111 (2)	$8.50
RAF0609	REVENGE (2)	$8.50
RAF0611	PIT VIPER (2)	$8.50
RAF0612	SHYRACK SHUTTLE (2)	$8.50
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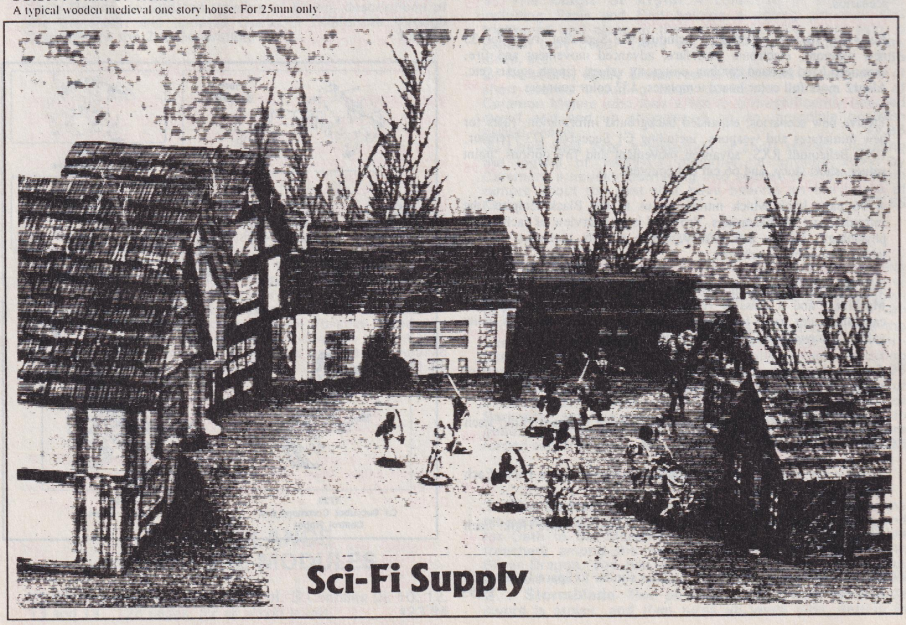
RAF0620	TALON	$8.50
RAF0625	SAUCER (4)	$8.50
RAF0626	BLOOD HAWK (3)	$8.50
RAF0627	CRESENT (3)	$8.50
RAF0628	EAGLE (2)	$8.50
RAF0629	SCORPION (1)	$8.50
RAF0630	CONESTOGA (1)	$8.50
RAF0631	NARWALE (1)	$8.50
RAF0632	AOSHA (1)	$8.50
RAF0633	RAY (1)	$8.50
RAF0634	FLETCHER (1)	$8.50
RAF0635	MEGA FORTRESS	$8.50
RAF0636	CONSTELLATION (1)	$8.50
RAF0637	AVENGERS (2)	$8.50
RAF0638	WAVECUTTER (4)	$8.50
RAF0639	HAVOK (2)	$8.50
RAF0640	CATASTROPHIE (2)	$8.50
RAF0641	WINDJAMMER (4)	$8.50
RAF0642	SPIDER (2)	$8.50



Space Marine

GAM **SPACE MARINE**

Set in the Warhammer 40,000 universe, this is a tactical game of land combat in a brooding, gothic universe where a techno-religious empire fights an array of fantasyesque races and the dread spectre of Kaos (oops - Chaos!) Citadel's superb Epic-scale (1/300th) miniatures are designed for use with these rules, and they amply reflect the bizarre Draconnian future that is Space Marine's background. This second edition features new unit point values & combat mechanics, plus extra plastic figures: 12 land raiders, 24 rhinos, 240 marines, 12 Eldar grav tanks, 120 Eldar Guardians, 18 Ork battlewagons, 180 Ork Boyz and a single Warlord Titan. Good fun! **$75.00**

TITAN LEGIONS

Packaged in the same sized box as *Space Marine*, this boxed set weighs about a ton! This game contains everything you need to start playing games using the Epic rules, including a rule book and a detailed background book covering the tanks, troops, and Titans of the 41st Millenium, In the game are 25 plastic miniatures, including a huge Imperator Titan, two Ork Mega-Gargants, ten Imperial Knights, and twelve Bonebreaka tanks. Also included are Datacards for the Titans (you should see the size of the Imperator card!), Orky and human buildings, over 200 counters, hit location cards, dice, support cards, company cards, special cards, mission cards, etc! **$99.00**

ARMIES OF THE IMPERIUM

The first expansion for SPACE MARINE II, and contains rules and profiles on all Space Marine and Imperial troop types, rules and cards on selected Space Marine Chapters, AFVs, artillery, and special assault vehicles such as the Capitol Imperialis. **$45.00**

RENEGADES

Rules, background info, data and cards on Eldar and Chaos forces of the 41st Millenium, including the Eldar Avatar, Exarch warrior-priests, Aspect warriors, Warlocks, Chaos powers of Khorne, Slaanesh, Nurgle, Tzeentch, Chaos Marines, Chaos Renegades **$45.00**

ORK & SQUAT WARLORDS

Rules, data, background info, and cars on the Orks and Squats. Includes Squat War Engines, independent Home Worlds, etc. Ork rules cover their innumerable hordes, colossal Gargants, ork Clans, Mekboyz machines, templates, etc. **$45.00**

HIVE WAR (The Tyranids)

At last - the Tyranids for *Space Marine*. Those fiendish four armed fiends are unleashed onto the unsuspecting battlefields of the 40th Millenium. This boxed set includes game rules for the organisation and command of the Tyranid forces, army cards for the Tyranid swarms, and special cards to represent the directing influence of the Hive Mind. Rules describe the horrifying creatures that make up the Tyranid assault forces. These genetically engineered organic killing machines are armed with deadly symbiote weaponry to burn and poison their way to victory against the humanoid life forms of the galaxy. Rules and cards are included for twenty different troops and creatures. These include Hive Tyrants and Dominatrix, the commanders of the Swarms, the huge Hierodule and Hierophant bio-Titans, the scythe-armed Carnifexes, swarming broods of Termagents and Hormogaunts, sinister Lictors, powerful psychic Zoanthropes, flying Gargoyles, etc. Over 100 cards & 100 counters. **$48.00**

Epic Space Marine Miniatures

EPIC PLASTIC BOXED SETS

CIT0763	SPACE MARINE LEGION	$24.00
CIT0764	SPACE MARINE LANDRAIDERS	$24.00
CIT0765	SPACE MARINE TACTICAL COMPANY	$24.00
CIT0766	ORK HORDE	$24.00
CIT0767	ORK INVASION	$24.00
CIT0768	EPIC CHAOS HORDE	$24.00
CIT0769	ELDAR LEGION	$24.00
CIT0770	ELDAR WAR HOST	$24.00
CIT0771	EPIC IMPERIAL GUARD	$24.00
CIT0772	EPIC SQUAT WARRIORS	$24.00
CIT0773	EPIC STOMPERS	$24.00

EPIC TYRANIDS

CIT0798	TYRANID EPIC SWARM	$24.00
CIT0488	TYRANID HIEROPHANT	$42.00
CIT0489	TYRANID HIDODULE	$32.00
CIT768011	HARUSPEX	$15.50
CIT768028	TYRANID MALEFACTOR	$15.50
CIT768035	TYRANID DACTYLIS	$15.50
CIT768042	EPIC TYRANID HIVE TYRANT	$10.00
CIT768059	TYRANID CARNIFEX	$15.50
CIT768060	TYRANID TRYGON	$15.50
CIT768068	EXOCRINE	$15.50
CIT768073	TYRANID ZOANTHROPE	$15.50
CIT768097	TYRANID DOMINATRIX	$24.00
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CIT768110	TYRANID BIOVORE BROOD	$10.00

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CIT0791	IMPERATOR TITAN	$46.95
CIT0790	KNIGHT PALADINS	$23.95
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CIT0490	IMPERIAL WARLORD TITAN	$31.95
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CIT0499	IMPERIAL REAVER TITAN	$31.95
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CIT760021	KNIGHT CASTELLAN	$15.50
CIT760053	HYDRA	$15.50
CIT760060	LEMAN RUSS	$15.50
CIT760077	RAZORBACK	$15.50
CIT760079	IMPERIAL RAZORBACKS	$15.50
CIT760084	KNIGHT ERRANT	$15.50
CIT760091	KNIGHT CRUSADER	$15.50
CIT760114	KNIGHT PALLADIN	$15.50
CIT760126	COMMAND ERRANT	$15.50
CIT760169	KNIGHT PALLADIN COMMAND	$15.50
CIT760183	COMMAND LANCER	$15.50
CIT760190	IMPERIAL THUNDERHAWK GUNS	$15.50
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CIT760268	COMTAHK-MORE BAD HANDWRITING	$15.50
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CIT760459	IMPERIAL GORGONS	$15.50
CIT760473	RHINO	$15.50
CIT760480	IMPERIAL EPIC HELLHOUND	$15.50
CIT760497	IMPERIAL WHIRLWIND	$15.50
CIT760521	THUNDERBOLT	$11.95
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CIT760589	STORMBLADE	$15.50
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CIT760732	MOLE	$15.50
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CIT0494	ELDAR WARLOCK TITAN	$31.95
CIT0498	ELDAR PHANTOM TITAN	$31.95
CIT764204	ELDAR TEMPEST	$15.50
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CIT764211	WAVE SERPENT	$15.50
CIT764228	WARP HUNTER	$15.50
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CIT764372	AVATAR	$9.95
CIT764389	WAR WALKER	$15.50

EPIC ORK

CIT0789	SPACE ORK BONEBREAKERS	$23.95
CIT0792	SPACE ORK MEGA GARGANT	$42.95
CIT0495	MEKBOY GARGANT	$31.95
CIT0497	ORK SLASHER GARGANT	$31.95
CIT0827	GREAT GARGANT	$46.95
CIT762002	DOOM DIVER CANNON	$9.95
CIT762330	MEKBOY SPEEDSTAS	$15.50
CIT762484	GIBLET GRINDER	$15.50
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CIT762576	GOBSMASHER	$15.50
CIT762583	SPLEENRIPPER	$15.50
CIT762651	TIN BOTZ	$11.95
CIT762668	SQUIGGOTH	$15.50
CIT762675	SQUIGGOTH CATAPULT	$15.50
CIT762743	PULSA ROCKITS	$12.95
CIT762910	WEIRDBOY TOWER	$9.95
CIT763016	BRAINCRUSHA	$15.50
CIT763023	GUTRIPPA	$15.50
CIT763030	BONECRUNCHA	$15.50
CIT763047	BONEBREAKER	$15.50
CIT763108	SCORCHER	$12.95
CIT763115	WARTRAK	$15.50
CIT763122	HOPSPLAT	$9.95

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CIT761135	SQUAT LEVIATHAN	$20.95
CIT767229	SQUAT COLOSSUS	$23.95
CIT767342	GOLIATH MEGA CANNON	$15.50
CIT767465	SQUAT OVERLORD AIRSHIP	$15.50
CIT767472	SQUAT THUNDERFIRE CANNON	$15.50

EPIC CHAOS

CIT765317	TZEENTCH FIRE LORD	$15.50
CIT765324	SILVER TOWERS OF TZEENTCH	$15.50
CIT765331	DOOMWING	$15.50
CIT765423	CAULDRON OF BLOOD	$9.95
CIT765430	DEATHDEALER OF KHORNE	$9.95
CIT765447	BRASS SCORPION	$9.95
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CIT76546	TOWER OF SKULLS	$8.95
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CIT765515	GREATER DAEMON OF KHORNE	$9.95
CIT765522	MAGNUS DAEMON PRIMARCH	$9.95
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CIT765578	GREATER DAEMON OF SLAANESH	$9.95
CIT765607	SLAANESH QUESTOR	$12.95
CIT765614	SLAANESH SUBJUGATOR	$12.95
CIT765621	SLAANESH HELL SCOURGE	$12.95
CIT765645	SLAANESH HELL KNIGHT	$12.95
CIT765646	GREATER DAEMON OF TZEENTCH	$8.95
CIT765652	CHAOS HELL-STRIDER	$12.95

Star Wars

Star Wars Miniatures Rules They're back! With the rules updated to make them compatible with with 2nd Ed Star Wars. Features excellent morale and squad cohesion rules, heavy and assault weapons, all the different types of Stormtroopers & rebel soldiers, rules for using the Force, and the aliens from the movies, such as Wookies, etc. **30.00**

Star Wars Miniatures Companion Adds vehicle combat to your Star Wars Miniatures games. This long awaited supplement has full rules for vehicle combat, flight, a rules upgrade and expansion, new equipment and a miniatures battle campaign. Vehicles include Imperial AT-ST, AT-AT, speeder bikes, and Rebel landspeeder, Snowspeeder, etc. **$25.00**

Star Wars Miniatures

Blisters with 3 or ( ) 25mm metal figures. By West End Games

WES40401	LUKE, R2D2, C3PO (3)	$13.00
WES40402	HAN, CHEWIE, LEIA (3)	$13.00
WES40403	STORMTROOPERS # 1 (3)	$13.00
WES40404	STORMTROOPERS # 2 (3)	$13.00
WES40405	REBEL TROOPERS # 1 (3)	$13.00
WES40406	REBEL TROOPERS # 2 (3)	$13.00
WES40407	USERS OF THE FORCE (3)	$13.00
WES40408	PILOTS & GUNNERS (3)	$13.00
WES40409	STORMTROOPERS # 3 (3)	$13.00
WES40410	IMPERIAL HVY BLSTR & CREW	$13.00
WES40411	IMPERIAL ARMY TROOPERS (3)	$13.00
WES40412	IMPERIAL NAVY TROOPERS (3)	$13.00
WES40413	REBEL TROOPERS # 3 (3)	$13.00
WES40414	REBEL COMMANDOS (3)	$13.00
WES40415	IMPERIAL OFFICERS (3)	$13.00
WES40416	STORMTROOPERS # 4 (3)	$13.00
WES40417	REBEL COMMANDOS # 2 (3)	$13.00
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WES40421	REBEL TROOPERS # 4 (3)	$13.00
WES40422	BOUNTY HUNTERS # 2 (3)	$13.00
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WES40428	SANDTROOPERS (3)	$13.00
WES40429	ALIENS OF THE GALAXY (3)	$13.00
WES40430	JEDI KNIGHTS (3)	$13.00
WES40431	SNOWTROOPERS (3)	$13.00
WES40432	HOTH REBEL TROOPERS (3)	$13.00
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WES40438	EWOKS	$13.00
WES40439	NOGHRI	$13.00
WES40440	ZERO-G STORMTROOPERS	$13.00
WES40441	SKYWALKERS	$13.00
WES40442	ENCOUNTER ON HOTH	$13.00
WES40443	ALIENS OF THE GALAXY # 2	$13.00
WES40444	JABBA THE HUT	$13.00
WES40445	JABBA'S SERVANTS	$13.00
WES40446	DARK STRYDER # 1 (3)	$13.00
WES40447	DARK STRYDER # 2 (3)	$13.00
WES40450	GAMORREAN GUARDS	$13.00
WES40451	MOS EISLEY CANTINA	$13.00
WES40501	LANDSPEEDER	$20.00
WES40502	IMPERIAL SPEEDER BIKES (2)	$20.00
WES40503	REBEL SPEEDER BIKES	$20.00
WES40504	STORM SKIMMER	$20.00
WES40507	BANTHA WITH RIDER	$20.00

Space Rangers

ICE **SPACE RANGERS** **$50.00**

This is not a game, but a boxed set with 50 finely detailed exaggerated scale 25mm Space Marines, which were released by Grenadier UK a couple of years ago, but now brought out again by ICE. These figures make perfect Chaos Space Marines, or even alternate-armor normal Space Marines. There are ten squad leaders, 40 troopers, and there is one sprue with 3 super heavy weapons for each squad of five. Figures stand 31mm tall and all have jump packs and Citadel style slotta bases.

Terrain Creations

We have picked up a magnificent range of 15mm and 25mm scenery. It can be used for Sci-Fi, Fantasy, or Historical, but we decided to put it here. For really cheap prices, each of these packs contains a multitude of large hills. The basic set, for example, will amply supply an entire 180cm x 120cm wargames table. The hills are made from a durable material with fiberglass on their top and bottom, they are all painted and flocked, and the flock does not come off readily! And you can easily drill a few holes in order to put in your K&M Trees. The hills are perfect for Warhammer 40,000 and Warhammer Fantasy, and I've even used them for 15mm DBM.

TC1001 BASIC HILL SET (9) **$40.00**

Contains a good mix of nine ! hills ranging from 35cm x 45cm to 7.5cm x 7.5cm in size. All the hills are at least 2.5cm high. This pack of nine hills will provide all the hills you need for a wargames table 180cm x 120cm or larger. Not suitable for 15mm historical, but perfect for all 25mm games such as Warhammer 40,000 or Fantasy. Small hills stack easily on larger ones to make two level hills.

TC1002 TRANSITIONAL HILL SET **$27.00**

This is an irregular set of four large hills with a hand-crafted dirt slope on one side. Use these hills for difficult slopes on your gaming table. Stack them to make level 2 hills with cliff faces.

TC1003 MODULAR HILL SET **$39.00**

This set contains two large hills from the BASIC SET, 35cm x 45cm and 30cm x 35cm, and cuts them in half. This means you can use each of them as single hills, or as two separate hills that join to the edge of the wargames table. There is also a 45cm x 45cm hill cut into four, that can be one big hill or four hills to fit into the table's four corners. This is over 5sq feet of hills!

TC1004 RIDGE LINE SET **$15.00**

Contains three long, narrow hills that are 15cm wide and 25cm, 37cm and 50cm long, which simulate long, narrow ridge lines. These hills can also be stacked on top of the LARGE RIDGE LINE SET to make level 2 ridges.

TC1005 STEEP HILL SET **$24.00**

Some games require steep and gentle slopes. This set has five large hills, four which have steep faces on them, and one with a transitional slope that is between gentle and steep.

TC1006 LARGE RIDGE LINE SET **$30.00**

This set can stand alone as three HUGE ridge lines, or to place beneath the regular RIDGE LINE SET to form level 2 ridge lines. These ridge lines are 25cm wide, and 35cm, 50cm and 70cm long..

TC1007 IRREGULAR HILL SET # 1 **$36.00**

Not all hills are round, so this set of four includes two "kidney" shaped hills, one large and one smaller which can be stacked ontop of each other to make a level 2 hill, and two "comma" shaped hills, which can also be stacked.

TC1008 TERRAIN SQUARES (1) **$23.95**

These 2 foot square (60cm square) flocked terrain squares can be laid out to provide you with a complete flocked table to place upon it all of your hills, etc. These boards can be cut easily. For a DBM table 6ft x 4ft, you need 6 squares, for a Warhammer 40,000 board of 8ft x 4ft you need 8 squares. If you buy 6 or more of these squares, you may take 10% off the price. Due Dec.

Warhammer 40,000

GAM **WARHAMMER 40,000 BOXED SET**

At long last, the new rules for Warhammer 40K have been released. Instead of a single rule book, the new Warhammer 40K comes as value packed boxed set along the lines of Warhammer Fantasy. The game includes: 40 Gretchins, 20 Space Ork Goths, 20 Space Marines (2 squads), including 14 bolters, 2 sergeants, 2 missile launchers, & 2 flamers. There is a rulebook, Wargear equipment book, Codex Imperialis background book, ruined buildings, burst templates, counters, cards for Wargear, missions, vehicles, dreadnoughts, etc

And best of all, the rules have been greatly updated. Intelligence, will power & control have been replaced by Leadership. So only one roll is required for for all psychological & break tests. Movement has been changed: reserve move has been replaced by the run move. The Space Marines have been seriously upgraded in performance. Their toughness has been raised, they can use double bolter fire if they did not move, they can ignore they first break test failure, & they have an

improved saving throw for their armor. There are now a limited number of moves inwhich to achieve your objective. Vehicles have been streamlined, with the targeting template removed. Special equipment is treated like magic in Warhammer Fantasy, with each having it's own card. This game includes a free 40K Codex book of temporary army lists, to be used until the new army list books come out. **$119.95**

WARHAMMER 40,000 BATTLES

A compilation of some of the most sought after Warhammer 40,000 articles from White Dwarf Magazine. There are four battle reports featuring the forces of Ultramarines, Blood Angels, Space Wolves, Eldar and Space Orks. It features new rules and Datafaxes for the Leman Russ battle tank and the Space Marine Razorback plus special tactics for using vehicles in your games. Also included are three card model Battle Bunkers, a Battle Bunker Datafax, two new mission cards, and a bonus scenario. **$30.00**

CODEX SPACE WOLVES

Covers the creation of the Space Wolves, once lead by the mighty Leman Russ, organisational details and special rules, detailing the Long Fangs, Grey Hunters, & Blood Claws. Has a complete army list, together with special characters such as Njall Stormcaller, Ulrik the Slayer, Ragnar Blackmane & Logan Grimnar. Includes all the weapons, point values, etc **$30.00**

CODEX ELDAR

The rise and fall of the Eldar race is described together with the surviving Craftworlds and the primitive Exodite Worlds. The advanced technologies of psychic engineering and the limitless energies of the Infinity Circuit are also described in detail along with the intricacies of the Eldar psyche and the mysteries of the Eldar Path. The complete army list includes the diverse Aspect Warriors, Harlequins, Pirates, Exodite Dragon Knights and Wraithguard plus many more warriors and machines. Characters include Avatar, Farseers, Warlocks, Exarchs, and heroes like Asurmen, Maugan Ra, etc. Secial rules for eldar weapons and wargear, and new wargear cards including the Laser Lance, Wraith Cannon, etc.. **30.00**

CODEX ORCS

96 page book detailing the orcs, gretchin, and snotlings. Includes their history, a battle report, painting guides, dreadnoughts & special weapons, such as the Shokk Attack Gun and its snotling ammo, and those crazy Orky artillery, most of 'em with a 1 in 6 chance of blowing up every time you fire the stupid things! and characters, comprehensive army lists, and an 'eavy metal painting guide. **$30.00**

CODEX ULTRAMARINES

The Ultramarines are the greatest of all Space Marine Chapters, and they have some pretty amazing and powerful stuff outlined in this Codex. For example, Marneus Calgar, the Master of the Ultramarines, has a Strategy Rating of 6! as wells as Terminator Gauntlets with twin bolters; Chaplain Cassius makes his squad immune to fear of Tyranids, Captain Invictus has a plasma blaster and can have a Terminator or Veteran squad as a bodyguard, each member of which can have a wargear card; rules are included so that you can field the feared Legion of the Dead, who never have to take a leadership test; there are a whole host of deadly vehicles, and great variants for support weapons, etc. With history, painting guides, organisation, and more. **30.00**

CODEX TYRANIDS

At last the Tyranid Codex is here, and it was worth the wait. The Tyranids are now even more a force to be reckoned with. New beasties include Gargoyles, which are flying Termageants armed with flamers; Hormagants, which are tough Termageants armed with 4 scythe like claw arms; the Lictor, a Tyranid sized assassin which cannot be spotted when hiding; Zoanthrope, a special psycher monster; spore mines & their living launcher. There are a heap of new weapons, including the venom cannon, barbed strangler, devourer, spinefist, etc; and lots of living bio wargear, including regenerate wounds, voltage field, adrenalin sac, sharpened claws, etc. **$30.00**

CODEX IMPERIAL GUARD

The Imperial Guard is the largest and most powerful fighting force in the galaxy. Fighting across a hundred war zones and upon ten thousand planets, the ultimate war machine of the Imperium never ceases in the constant struggle against mankind's enemies. This 112 page book covers the planets and histories of most famous Imperial Guard Regiments. It gives special rules for the Imperial Guard, all their unique weaponry, wargear, and multitude of tanks. Extensive organisation details, painting guides. **$30.00**

CODEX ANGELS OF DEATH

The Codex which covers the Blood Angel and the Dark Angel Space Marine Chapters. The Dark Angels were the first Space Marine Legion. they are serious, slow to anger, but tenacious and unstoppable. Their history contains a dark, dark secret, which even today the chapter is trying to remove the stain. This dark secret, and other secrets, are revealed fully in the book. The book covers the Deathwing, all the special characters & their wargear cards, etc. The Blood Angels are the most ferocious and blood-thirsty of all the Space Marines. Includes Dante their leader, and the other specials, the Death Company, the whole history of the chapter, with their own secret curse and attempts to be rid of it. This is a great book! **30.00**

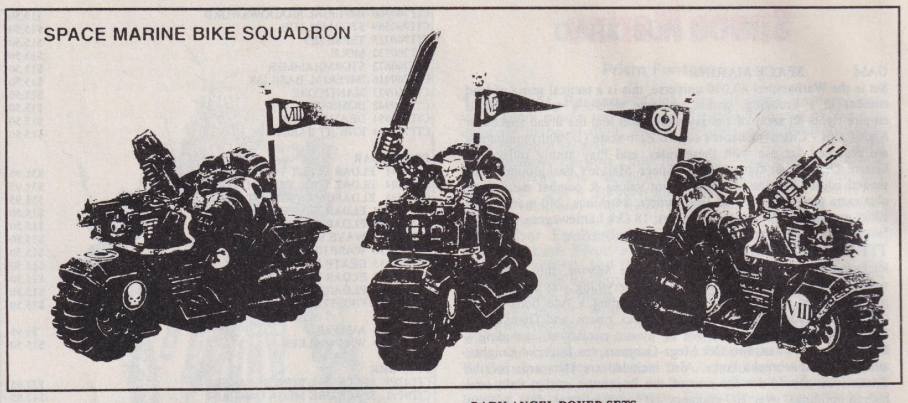
CODEX CHAOS

Out of the Eye of Terror the forces of Chaos burst forth to wreak death and destruction upon the galaxy. This book contains descriptions and army lists for all of the most infamous Chaos Space Marine Legions, including the World Eaters, Thousand Sons, Death Guard, Emperor's Children, etc. Includes Terminators, Noise Marines, Khorne Berserkers, Plague Marines, Dreadnoughts, heaps of daemons and creepies of all descriptions. Also new Wargear Cards, templates for Chaos weapons, etc. Of special interest are two "optional" army lists, you can only use them in campaigns or special pre-arranged scenarios - you can't use them in tournaments. These are the Chaos Cult Army List and the Daemon World Army Lists. The Daemon World army is so good you'll understand why. **$30.00**

DARK MILLENIUM

At last - the boxed supplement that every 40K player needs to complete the game. Has 60 Psychic cards, 24 Vehicle Datafax cards, 8 Psychic Power templates, 10 Vehicle cards which provide extra equipment such as super charged engines and add-on missiles, 55 Wargear cards to add to those in the 40K boxed set, 18 Strategy cards, 4 new mission cards (2 new missions), a deck of 36 Warp cards, assorted counters, and of course, the rulebook! And the new psychic rules are heaps better than those in the 40K boxed set. If anything, they now have less impact. Players draw a number of psychic cards in proportion to how many psychers are in the game. eg, if there are 3 psychers, you throw 3D6, and get that many cards evenly distributed between you. These cards include power cards and nullify cards, as well as some special ones. You use these to activate your psychic powers. **$60.00**

'EAVY METAL MODELLING GUIDE



80 pages of full color photos, this modelling guide contains everything you need to know about modelling. There is detailed information about all of the different techniques for preparing, assembling, and converting single miniatures and vehicles, and building dioramas. This book can be used in conjunction with the other two 'Eavy Metal Painting Guides. Includes making your own bases, miniatures with plastic and metal components, converting plastic cavalry, head and weapon swaps, and various army leaders including Blood Angels Captain, , Chaos Dragon, etc. **$30.00**

Warhammer 40,000 Miniatures

40K Boxed Armies

BLOOD ANGELS SPACE MARINE ARMY		**$280.00**
2000 point army - 50 piece set including dreadnought, terminators, characters & lots of marines.		
SPACE ORK ARMY		**$300.00**
1000 point army - Ghazghkull, Makari, Runtherd, Shokk Attack Gun, Goff Boyz Mob, Snakebite Boarboyz Mob, Stormboyz Korps, Blood Axe Kommandos, Gretchin Mob, Splatta Kannon, Dreadnought, Snotling Herd.		
ELDAR ARMY		**$310.00**
2000 point army - Eldrad Ulthran, Asurmen, Warlock, Dark Reaper Squad, Dire Avenger Squad, Howling Banshee Squad, Swooping Hawk Squad, Striking Scorpion Squad, Fire Dragon Squad, Guardian Squad, Warp Spider Squad, Scout Squad, Dreadnought, War Walker, Lascannon, and transfers.		
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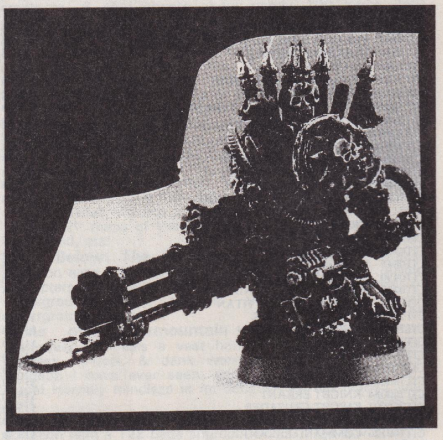

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WARHAMMER 40,000 VEHICLES

By Armorcast
For use with 25mm figure scale
Each resin kit includes a 40K Vehicle Datafax.

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ARMOR06 ELDAR TEMPEST GRAV TANK $95.00
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ARMOR13 ORK GREAT GARGANT (huuuuuuge!) $700.00
ARMOR14 ELDAR FALCON TANK $85.00
ARMOR15 TYRANID HARUSPEX $90.00

FANTASY FOOTBALL

GAM **BLOOD BOWL 2nd Edition**

Blood Bowl has now been dropped by Games Workshop, but we still have stocks remaining. If you want to play Blood Bowl, get in quickly before we sell out. Bigger, better, faster, free of loop-holes, & more expensive. Multi-racial fantasy teams play a very violent version of Gridiron, literally fighting for victory (and any other reason they can think of!) Components include large full color playing field, 12 plastic orcs, 12 plastic humans, 4 plastic footballs, Blood Bowl Handbook, painting guide, Guide to play, fifty sheet record pad of Team Rosters, reference sheets, team cards, star player cards, 37 counters, templates, 3 special blocking dice, 3 normal dice, etc **$89.95**

DEATHZONE $15.50

The first supplement for Blood Bowl 2nd Edition. With special rules to allow coaches to add apothecaries and Wizards to their teams, to heal injured players, ot to blast the other team with spells. Over 100 new cards allow all kinds of dirty tricks and underhand tactics, like bribing the referee. Add new weapons like the dwarf Death-Roller. Has new team lists for Goblin, Chaos, Undead, Wood Elf, Halfling, Chaos Dwarf. 18 new star player cards. **$45.00**

BLOOD BOWL MINIATURES

BLOOD BOWL BOXED SETS

CIT0284 CHAMPIONS OF DEATH $40.00
CIT0285 SKAVENBLIGHT SCRAMBLERS $40.00
CIT0286 GALADRIETH GLADIATORS $40.00
CIT0288 CHAOS ALL STARS $40.00
CIT0289 ATHELORN AVENGERS $40.00

BLOOD BOWL BLISTERS

CIT735020 SCRAPPA SOREHEAD $8.50
CIT735037 GRIFF OBERWALD $8.50
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CIT735181 SKAVEN MUTANT PLAYERS $14.50
CIT735198 GNASHRAK BLACKHOOF $23.00
CIT735204 JORDELL FRESHBREEZE $8.50
CIT735211 HTHARK THE UNSTOPPABLE $14.50
CIT735228 DWARF DEATH ROLLER $23.00
CIT735235 CHAOS MUTANT PLAYERS $14.50
CIT735242 HAKFLEM SKUTTLESPIKE $8.50

FANTASY

Hordes of the Things

WRG **HORDES OF THE THINGS**

A 40 page book of fast play fantasy miniatures rules, using a system very similar to DBA. All armies consist of 24 points, and can include the troop types aerial hero, god, dragon, paladin, behemoth, magicians, heroes, airboats, artillery, sneakers, clerics, flyers, knights, riders, beasts, blades, spears, shooters, warbands, hordes, and lurkers. Large battles can be played, simply by adding further generals, each of which commands 24 points. The average 24 point army will include 24 - 36 figures. Combat is very similar to DBA and DBM, and so the game is extremely fast moving and easy to learn. Hordes are done in a novel way. If one is eliminated, the next turn you can replace it by spending one command pip, and it arrives in your stronghold or back board edge. **$16.00**

Hordes of the Things 15mm Armies

15mm metal figures by Irregular Miniatures.

HOTT Elf Army (24 Army Points) $20.00
HOTT Dwarf Army (24 Army Points) $20.00
HOTT Orc Army (24 Army Points) $20.00
HOTT Skeleton Army (24 Army Points) $20.00
HOTT Lizardmen Army (24 Army Points) $28.00
HOTT Amazon Army (24 Army Points) $20.00
HOTT Dark Dwarf Army (24 Army Points) $20.00
HOTT Ratmen Army (24 Army Points) $20.00
HOTT Halfling Army (24 Army Points) $20.00
FSK7 Skeleton Chariot $6.50
FCR9 Lurker (1) $0.55
FCR12 Skeletal Beast with Howdah & Crew $11.00

GRENADIER

Bad News! As you know, Grenadier UK went out of business. Unfortunately, Grenadier USA has just followed suit. Once the following stocks are gone, there is no replacing them.

Mark Copplestone's Fantasy Warriors

( ) Exaggerated 25mm metal figures.

GRE1404 FIGHTING MEN WITH LONG BOWS $12.95
GRE1405 FIGHTING MEN W/POLE ARMS (4) $12.95
GRE1406 FOOT KNIGHTS (4) $12.95
GRE1410 WOOD ELF COMMAND (4) $12.95
GRE1411 BARBARIANS W/HAND WEAPONS (4) $12.95
GRE1412 MOUNTED PALADINS (2) $12.95
GRE1414 FIGHTING MEN CHAMPIONS (4) $12.95
GRE1415 MEDIEVAL HANDGUNNERS (4) $12.95
GRE1418 MEDIEVAL FOOT PALADINS (4) $12.95
GRE1419 CITY GUARDS W/PIKE & HALBRD(4) $12.95
GRE1421 FIGHTING MEN W/HALBERDS (4) $12.95
GRE1422 ELVEN LORDS (2) $12.95
GRE1432 HALF ORCS W/HAND WEAPONS (4) $12.95
GRE1433 FIGHTING MEN:WIZARDS & PRIESTS $12.95
GRE1435 EVIL FOOT KNIGHTS (4) $12.95
GRE1446 BARBARIAN INDIVIDUALS (4) $12.95
GRE1447 FIGHTING MEN CANNON & CREW (3) $12.95
GRE1448 MEN W/GIANT HANDGUNS (4) $12.95
GRE1449 MOUNTED MEN-AT-ARMS (2) $12.95
GRE1450 HORSE RAIDER ROCKET BATTERY(4) $12.95
GRE1456 HIGH ELVEN HORSE ARCHERS (2) $14.95
GRE1465 HIGH ELF MTD WARCHIEF,HERALD $12.95
GRE1472 HALFLING PACK ARTILLERY & CREW $12.95

Mark Copplestone's Fantasy Army Packs

Each pack with ( ) exaggerated 25mm metal figures.

GRE2002 CHAMPIONS OF BATTLE (8) $19.95
GRE2004 WOOD ELF INFANTRY (8) $19.95
GRE2005 ORC BLOODLUST (8) $19.95

Special Boxed Sets

Magnificent dragons or creatures in boxed sets. 25mm scale.

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GRE5504 DEATH GIANT $29.95

Fantasy Legends

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GRE3141 ELF SINISTER SWORDSMEN (2) $6.95
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GRE5004 DWARVES WITH XBOWS(10) $9.95
GRE5005 ORCS WITH SWORDS (10) $9.95
GRE5901 ORCS (50 PLASTIC FIGURES) $34.95
GRE5902 DWARVES (50 PLASTIC FIGURES) $34.95

Fantasy Warriors Personalities

Each pack with 1 exaggerated 25mm metal figure.

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GRE5603 AMAZON BATTLELEADER $3.50
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GRE5608 UNDEAD STANDARD BEARER $3.50
GRE5609 WOOD ELF $3.50
GRE5610 HIGH ELF $3.50
GRE5612 FIGHTING MAN $3.50
GRE5613 FOOT KNIGHT $3.50
GRE5614 WOOD ELF MARKSMAN $3.50
GRE5618 GOBLIN LEADER $3.50
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Julie Guthrie Fantasy Personalities

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GRE8133 DWARF WITH CROSSBOW $2.95
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GRE8136 ARMORED FEMALE CLERIC $3.50
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Mark Copplestone's Fantasy Warriors

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GRE8515 DARK ELF COMMAND STNDRD & LDR $14.95
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GRE8522 HALFLING CHAMPIONS (3) $7.50
GRE8523 HALFLING COMMAND (3) $7.50
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GRE8527 HIGH ELF MUSICIANS (2) $7.50
GRE8528 WOLF RIDER HERO (1) $7.50
GRE8530 DARK DWARVES LDR & STND BEARER $7.50
GRE8531 DWARVEN URSINE BATTLE LEADER $7.50
GRE8532 RATSCUM JAZEL MARKSMEN (2) $7.50
GRE8533 DWARVEN URSINE RIDER WITH AXE $7.50
GRE8534 URSINE STANDARD BEARER (1) $7.50
GRE8537 MINOTAUR SWORDMASTER (1) $7.50

Grenadier's Dragons

Each pack with ( ) exaggerated 25mm metal figures.

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GRE9609	BRONZE DRAGON II	$26.95
GRE9610	GOLD DRAGON II	$26.95
GRE9611	PLATINUM DRAGON II	$26.95
GRE9612	SPECTRAL DRAGON II	$26.95
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GRE9903	DRAGON ON TREASURE	$26.95
GRE9904	SKELETAL DRAGON	$26.95
GRE9908	WHITE ICE DRAGON	$26.95
GRE9909	BLUE DRAGON	$26.95
GRE9910	FIRE DRAGON	$26.95

GRENDEL

Grendel has followed Grenadier's lead and has gone out of business. We have only limited stocks of the titles listed below. So if you want something - be quick! It will not last long.

25mm Fantasy Resin Boxed Scenery

GRNF0014	**Pharaohs Tomb** (15cm x 14cm tomb gateway, with 2 stone gods)	$33.00
GRNF0016	**Norse Giant** (16cm tall)	$36.00
GRNF0017	**Black Dragon**	$29.50
GRNF0019	**Fire Demon (Huge balrog)** (110mm high, 120mm wingspan)	$28.00
GRNF0030	**Black Orcs** (12 25mm figures. 4 types)	$25.00
GRNF0031	**Bear Clan Barbarian Axemen** (12 25mm figures. 4 types)	$25.00
GRNF0032	**Dwarf Goliath Warmachine** (Huge mobile bombard & twin cannons)	$40.00
GRNF0033	**Black Orc Warbeasts (2)**	$35.00
GRNF0042	**Pits & Traps** (Man trap,trap door,1 ton weight, sprung pit, sliding door panel, Indiana stone disc pit)	$30.00
GRNF0047	**Barbarian Huts** (2 large huts)	$30.00
GRNF0058	**DWARVEN GUN TOWER** (Huge 2 level gun tower with dwarf mortar)	$35.00
GRNF0059	Wyvern's Eerie	$28.00
GRNF0060	Barbarian Longhouse	$30.00
GRNF0061	Siege Tower	$35.00
GRNF0062	Catapults and Ballista	$30.00
GRNF0063	Goblin Wartowers	$28.00
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GRNF0066	Bronze Dragon	$37.50
GRNF0067	Trebuchet	$37.50
GRNF0069	Battering Ram	$37.50
GRNF0070	Swamp Creature	$30.00
GRNF0073	Golen Wyvern	$40.00
GRNF0074	Earth Elemental	$30.00
GRNF0075	Red Dragon	$52.50
GRNF0078	Nubian Pyramid	$40.00
GRNL0001	Necrosaur with Harpoon	$45.00
GRNL0002	Necrosaur with War Tower	$45.00

New Blister Series

An excellent range of resin scenery, accessories, etc. Prices are extremely cheap as these models are in blisters instead of boxed sets.

GRN10002	BARRELS	$15.00
GRN10003	PORTCULLIS	$12.00
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GRN10024	GALLOWS & STOCKS	$15.00
GRN10025	FANTASY ROCKET BATTERY	$15.00
GRN10026	ROCK DRAGON	$12.00
GRN10027	MAGICIANS ACCESSORIES	$15.00
GRN10028	MANTLET & SPOTTER POSITIO	$15.00
GRN10029	CARTS & WAGONS	$15.00
GRN10030	SPIRAL STAIRCASE	$15.00
GRN10031	DUNGEON CRAWLERS	$15.00
GRN10032	THE GUARDIAN	$15.00
GRN10035	TAVERN KITCHEN	$15.00
GRN10036	AZTECIAN ENTRANCE	$15.00
GRN10037	STABLE AND LOFT	$15.00
GRN10038	TREASURE PILES	$15.00
GRN10039	CONSOLS SCI-FI	$15.00
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GRN10042	WARRIOR'S BURIAL MOUND	$15.00
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GRN10053	TOMB DOORS	$15.00
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GRN10055	OLMEC HEAD GATEWAY	$13.00
GRN10056	AZTECIAN ALTAR	$13.00
GRN10057	UNEARTHED EGYPTIAN GATE	$13.00
GRN10058	EGYPTIAN GATE	$12.00
GRN10059	FALCON GATE	$13.00
GRN10060	AZTEC DOOR	$12.00
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GRN10062	OLMEC RUINS	$12.00
GRN10066	GREEN GRIFFON BARMAN	$16.00
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GRN10068	SECURITY GRAV CAR	$20.00
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25mm Sci-FI Resin Figures & Scenery

GRNF0008	**Sci-Fi Doors & Floors: 6 doors, 8 x A5** cardstock floor plans.	$20.00
GRNF0023	**Imperial Marines** (10 elite guardsmen)	$20.00
GRNF0036	**Corvus V.T.O.L. Mk IV Assault Carrier**	$40.00

Inferno

GLO6000 INFERNO BATTLES OF ABYSS

10,000 of this game were printed in the US in the initial print run, and 9,000 of these sold out within two weeks. Needless to say, this is an extremely popular game! Set in the Hollows of the Abyss, the great place that lies between heaven and hell, the great Lords make war. Vast armies clash endlessly over the tortured landscape battling for power and that most precious commodity - souls. Striding like giants among the hordes, the mighty Archfiends and their terrible Lieutenants reap great ruin, slaughtering their foes over and over again. This is a miniatures game featuring 6mm hordes representing the general troops that comprise an army, and huge miniatures of varying sizes (such as 60mm for the Archfiends). You control one of the twelve Lords of the Abyss. This boxed set includes 2 map boards 18"x23" each, rules with tabletop conversions, the Tome of the Abyss book, 26 stand-up color counters (to use until you buy the miniatures), terrain features, templates, counters, dice. **$49.95**

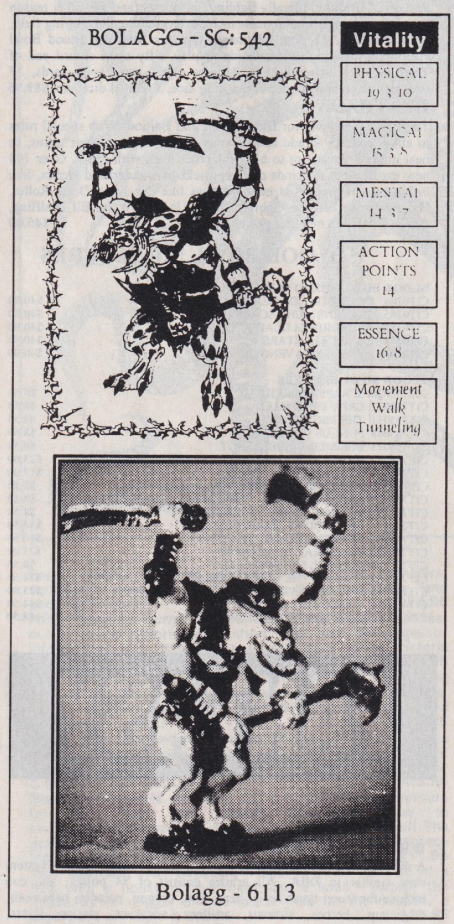
TOME OF THE ABYSS

64 page booklet that is also contained in the game. Speaks about the fall from heaven, the twelve Archfiends, Lieutenants, and places within the Abyss. **$11.50**

Inferno Miniatures

Hordes are 6mm, Archfiends 60mm, Lieutenants 40mm

GLO6101	MALABOR ARCHFIEND	$18.95
GLO6102	GORIXUS ARCHFIEND	$18.95
GLO6103	ARIOCH ARCHFIEND	$18.95
GLO6111	AZKIEL ARCHFIEND	$21.50
GLO6112	GURZON ARCHFIEND	$21.50
GLO6113	BOLAGG ARCHFIEND	$21.50
GLO6121	NISROC ARCHFIEND	$18.95
GLO6122	TEUTHOS ARCHFIEND	$18.95
GLO6123	IIDROPOS ARCHFIEND	$18.95
GLO6133	VUAL ARCHFIEND	$18.95
GLO6301	NUCKELAVEE LIEUTENANT	$11.50
GLO6321	BUDELA LIEUTENANT (2)	$9.95
GLO6501	SKULL HORDE 6mm figures	$7.50



Bolagg - 6113

Lords of Glory

ONE **LORDS OF GLORY Fantasy Miniatures Rules**

Produced in small booklet form, half A4 page in size. These rules offer a simple tactical battle system for any fantasy miniatures you own. Although the rules are simple to learn and play, they offer players the ability to use sound doctrine and tactics. The focus is on maneuver and seizure of objectives within a given allotment of turns. Units consist of single monsters or units of ten figures, which can have a leader and hero added to them. There is no limit to how many units or figures you use. You use counters to issue movement orders, combat is simple and logical, taking into account weapons and armor types. Monsters can be worth from 10 to 50 individual figures. Also very easy to design your own scenarios. **$6.50**

MITHRIL

All figures are 25mm scale and come undercoated.

Mount Gundabad

MMM95	SAVIGA, THE KINGS CONSORT	$3.75
MMM97	URUK-HAI WIMPS	$8.50
MMM101	ORC SERFS	$8.50

The Prancing Pony

MMM113	STRIDER,FRODO, & SAM	$12.95
MMM114	SEATED CARD PLAYERS	$10.95

Laketown

MMM130	LONGBOAT & CREW	$14.95
MMM131	MASTER OF LAKETOWN	$3.75
MMM133	LAKETOWN GUARDSMAN	$3.75
MMM134	RAFT ELVES	$9.50

3rd Age Personalities

MMM137	CELEBORN	$4.50
MMM143	ELROND AND THE RING OF AIR	$3.95
MMM144	RIDDLES IN DARK	$5.95

Gorgoroth

MMM145	MOUTH OF SAURON	$10.95

Durin's Dwarves

MMM160	DWARVEN ALCHEMIST	$4.50
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MMM166	TUGHAIB OF THE SPIRITS	$4.50
MMM167	WALKING DEAD (2)	$7.50
MMM168	GHOULS	$4.50
MMM170	SCAMMER, DUNLAND SCOUT	$4.50
MMM171	SOLOPHEN DUNLENDING SHAMAN	$4.50
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MMM199	GONDORIAN ROYAL GUARDS (2)	$8.95
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MMM203	GONDORIAN TOWNSFOLK (2)	$8.95
MMM204	GONDORIAN NOBLEMAN	$4.50

Elves of Lorien

MMM210	LORIEN GUARDIAN/GUIDE	$4.50
MMM213	LORIEN SPEARMAN	$4.50

Tale of Turin

MMM216	MORWEN AND NIENOR	$7.50
MMM218	OUTLAW OF TEIGLIN	$4.50
MMM219	MIM AND IBUN	$5.95
MMM222	MORGOTH ORCS (2)	$5.95
MMM223	WOLF SENTINEL	$5.95
MMM224	GWINDOR	$4.50

The Hobbit

MMM234	ELVEN KING	$4.50

Boxed Sets

MMM236	THE HOBBIT BOXED SET	$37.50
MMM300	BALROG OF MORIA	$59.50
MMM345	THE VENGEANCE OF SMAUG	$59.50

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MMM240	FINDULAS AND GWINDOR	$8.50
MMM241	BRODDA THE EASTERLING	$4.50
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MMM246	ANGBAND ORC-CAPTAIN	$4.50

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MMM250	CORPSE CANDLE	$4.50
MMM252	PUKEL MEN (2)	$6.50
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MMM254	MEWLIP	$8.50
MMM257	BARROW-WIGHT KING	$5.50

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MMM270	ELRON HERALD OF GIL-GALAD	$11.00
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MMM272	ISILDUR THE RING BEARER	$4.50
MMM273	CIRDAN AT GORGOROTH	$4.50
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MMM278	NUMENOREAN INFANTRY (ISILDUR)	$4.50

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MMM291	GONDOR ROYAL ARMY SPEARMAN	$4.00
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MMM294	HARADAN MAILED INFANTRYMAN	$4.00
MMM296	GONDOR ROYAL/PROVINCL SHIELDS	$4.00

The Misty Mountains

MMM307	STONE GIANT	$17.00

The Orcs of the Red Eye

MMM310	MORDOR ORC STANDARD BEARER	$6.00
MMM312	MORDOR ORC DRUMMER	$5.50
MMM313	ARMORED ORCS	$8.50
MMM314	ORC RIDER ON CHARGING WARG	$8.50

Women of Middle Earth

MMM316	EOWYN/DERMHELM MOUNTED	$8.00
MMM323	TWO FEMALE HOBBITS	$5.50

Frodo & Sam in Mordor

MMM326	SHAGRAT & GORBAG	$11.00
MMM327	FRODO & SAM DRESSED AS ORCS	$5.50
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AD&D FANTASY

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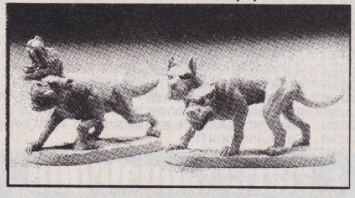
11-501
Hell Hounds (3)



11-507
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RAL01150	SOLECISMIC, SERVANT OF CHAOS	$8.50
RAL01151	SEA DRAGON	$17.50
RAL01155	GIANT GRIFFON (1)	$11.95
RAL01159	ELITE ARMOURED DWARF GUARDS	$6.50
RAL01162	EVIL CRIMSON DRAGON (1)	$15.50
RAL01163	FIRE DRAKE (1)	$15.50
RAL01164	ELF ANTI-HERO WITH SLAVE GIRL	$9.50
RAL01165	DANCING GIRLS (3)	$9.50
RAL01171	WHITE WORM (1)	$17.50
RAL01172	HIGHLAND DRAGON & CONSORT	$18.50
RAL01173	SORCERESS OF PAL WITH BEARER	$15.00
RAL01174	BARBARIAN DWARVES	$11.00
RAL01175	NUADHA SILVERHAND	$8.50
RAL01176	JUGURTHA FOUR ARMORED TITAN	$15.95
RAL01177	DAMSEL IN DISTRESS	$12.95
RAL01178	DEMON WOMEN (3)	$11.50
RAL01179	PERSEUS VS THE KRAKEN	$19.95
RAL01313	TROLL GIANT WITH STONE AXE	$10.95
RAL01314	BRASS DRAGON	$17.50
RAL01401	WHITE WIZARD	$9.95
RAL01402	CARN, WARRIOR/MAGE	$9.95
RAL01403	CYMBORIC, HIGH ELF W/LORD	$9.95
RAL01404	LEONARA, WARRIOR CHAMPION	$9.95
RAL01405	CZARCHON, WITCH KING	$9.95
RAL01406	EVIL SUPERHERO W/AXE & SHLD	$9.95
RAL01407	PALADIN MTD W/SWORD & SHLD	$9.95
RAL01408	BLACK PRINCE MTD W/AXE & LANCE	$9.95
RAL01409	CIMEROC GOLDEN EYE	$11.50
RAL01410	SIMON PENITNECER	$11.50
RAL01411	MANDRONE THE EXORCIST	$12.95
RAL01412	VALAZ RAVENHEART	$11.50
RAL01413	BROK THE MALEVOLENT	$12.95
RAL01414	SARAK BLOODBEAST	$12.95
RAL01415	BARON DIABOLAK DEATH KNIGHT	$12.95
RAL01416	LADY PALADIN, MTD & FOOT	$12.95
RAL01601	DWARF CHAMPION W/SWORD (1)	$3.50
RAL01602	ORC KING W/SWORD (1)	$3.50
RAL01603	NECROMANCER W/WAND (1)	$3.50
RAL01604	CHAOS DEATHMASTER W/SCYTHE (1)	$4.50
RAL01605	GNOME MASTER THIEF W/SWRD (1)	$3.50
RAL01712	VELOCIRAPTORS (DINOSAURS)	$13.50

3-STAGE CHARACTERS

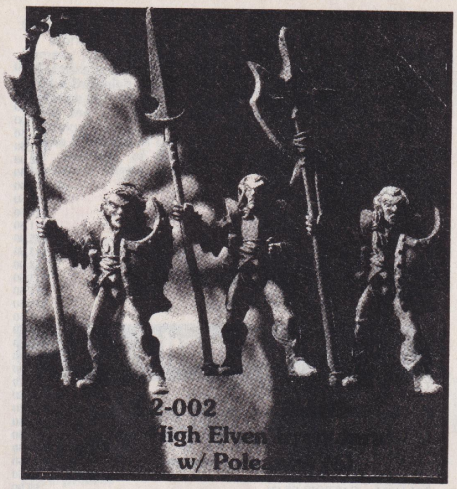
Each with 3 x 25mm figures representing low, mid, high character classes.

RAL01315	FIGHTER PLAYER CHARACTER (3)	$9.00
RAL01316	RANGER PLAYER CHARACTER (3)	$9.00
RAL01317	MAGIC USER PLAYER CHARACTER(3)	$9.00
RAL01318	HOBBIT THIEF 3-STAGE CHRCTR(3)	$9.00
RAL01319	ELF THIEF PLAYER CHARACTER (3)	$9.00
RAL01320	PALADIN PLAYER CHARACTER (3)	$9.00
RAL01321	HUMAN ASSASSIN 3-STAGE CHAR(3)	$9.00
RAL01322	BARBARIAN PLAYER CHARACTER (3)	$9.00
RAL01323	DWARF FIGHTER (3 STAGE) (3)	$9.00
RAL01324	ELF FIGHTER (3 STAGE) (3)	$9.00
RAL01325	DRUID (3 STAGE) (3)	$9.00
RAL01326	CLERIC 3-STAGED CHARACTER (3)	$9.00
RAL01328	ANTI-PALADIN (3)	$9.00
RAL01329	ELF FIGHTER/MAGE (3)	$9.00
RAL01330	FIGHTER W/AXE (3)	$9.00
RAL01331	ILLUSIONISTS (3)	$9.00
RAL01332	FEMALE FIGHTERS (3)	$9.00
RAL01333	WIZARD MAGE W/STAFF (3)	$9.00
RAL01334	GNOME ILLUSIONIST (3)	$9.00
RAL01335	ANTI-HERO (3)	$9.00
RAL01336	NINJA PLAYER CHARACTER (3)	$9.00
RAL01337	FEMALE MAGIC USER (3)	$9.00
RAL01338	EVIL SHAMAN PLAYER CHARACTER 3	$9.00
RAL01339	DROW ELF PLAYER CHARACTER (3)	$9.00

FANTASY ARMY PACKS

Blisters with 4 - 6 foot or 2 - 3 cavalry

RAL02001	HIGH ELF WITH SWORDS	$14.50
RAL02002	HIGH ELF WITH POLEARMS	$14.50
RAL02003	HIGH ELF WITH SPEARS	$14.50
RAL02004	HIGH ELVES FIRING BOWS	$14.50
RAL02005	FEMALE HIGH ELVES WITH BOWS	$14.50
RAL02004	WOOD ELF W/PIKE	$12.50
RAL02005	WOOD ELF CAVALRY W/SPEAR	$12.50
RAL02006	SEA ELF W/PIKE	$12.50
RAL02007	SEA ELF ADVANCING	$12.50
RAL02009	HIGH ELF W/AXE	$12.50
RAL02016	HIGH ELF CAVALRY W/SWORD	$12.50



RAL02017	STAR BROWS SELECT	$12.50
RAL02021	DEEP ELF FIRING BOW	$12.50
RAL02023	DEEP ELF W/HALBERD	$12.50
RAL02025	DEEP ELF CAVALRY W/LANCE	$12.50
RAL02029	MOUNTED HALFLINGS (4)	$12.50
RAL02030	DWARVEN ENGINEERS (6)	$12.50
RAL02031	DWARVEN AXEMEN (6)	$12.50
RAL02032	ELITE DWARF AXEMEN MIXED (6)	$12.50
RAL02033	DWARVES WITH 2 HANDED AXES (6)	$12.50
RAL02034	DWARVEN CAVALRY (3)	$12.50
RAL02035	DWARVEN ARQUEBUSIERS (6)	$12.50
RAL02036	DWARF W/HAMMER (6)	$12.50
RAL02037	DWARVEN SWORDSMEN (6)	$12.50
RAL02038	DWARF W/CROSSBOW (6)	$12.50
RAL02039	DWARVEN COMMAND (4)	$12.50
RAL02040	SKELETON COMMAND	$12.50
RAL02041	MOUNTED SKELETON KNIGHT	$12.50
RAL02042	SKELETAL KNIGHT	$12.50
RAL02043	SKELETAL ARCHERS	$12.50
RAL02044	ASSTD SKELETAL MELEE TROOPS	$12.50
RAL02045	DEALERS OF DEVASTATION	$12.50
RAL02046	DEALERS DEVASTATION COMMAND	$12.50
RAL02049	GOBLIN COMMAND (4)	$12.50
RAL02050	MIXED IMP SKIRMISHERS	$12.50
RAL02051	GOBLIN SPEARMEN (6)	$12.50
RAL02052	GOBLIN SWORDSMEN (6)	$12.50
RAL02053	GOBLIN ARCHERS (6)	$12.50
RAL02054	GOBLIN BERSERKERS (6)	$12.50
RAL02055	RATLING SKIRMSIHERS (6)	$12.50
RAL02056	RATLING ASSAULT TROOPS (6)	$12.50
RAL02057	RATLING COMMAND (6)	$12.50
RAL02058	FANGS OF FURY (6)	$12.50
RAL02059	FANGS OF FURY COMMAND	$12.50
RAL02060	GOBLIN WAR CHARIOT	$28.50
RAL02061	GOBLIN WOLF RIDER (3)	$14.95
RAL02065	LESSER ORC MELEE TROOPS	$12.50
RAL02070	MIXED ORC SPEARMEN (6)	$12.50
RAL02072	MIXED ORC SWORDMEN (6)	$12.50
RAL02073	KORGS KILLERS (6 ORCS)	$12.50
RAL02077	ORC ARCHERS (6)	$12.50
RAL02078	WAR MACHINE	$49.95
RAL02079	ORC COMMAND GROUP	$12.50
RAL02080	ORC LEGIONARIES (6)	$12.50
RAL02081	ORC HEAVY LEGIONARIES (6)	$12.50
RAL02082	ORC AUXILIARY ARCHERS (6)	$12.50
RAL02083	ORC GLADIATOR AUXILIARIES (6)	$12.50
RAL02084	ORC LEADER & GUARDS (5)	$12.50
RAL02085	WILD ORC ARCHERS (6)	$13.50
RAL02088	WILD ORC SPEARMEN (6)	$13.50
RAL02090	WILD ORC COMMAND (4)	$13.50
RAL02093	WOLF RIDERS MIXED	$12.50
RAL02094	WOLF RIDERS & WOLF	$12.50
RAL02095	CENTAUR SKIRMISHERS	$12.50
RAL02097	STEEL WIND CENTAURS	$12.50
RAL02098	ARMORED CENTAURS	$12.50
RAL02103	CHAOTIC WARRIORS (6)	$12.50
RAL02104	WARRIORS OF CHAOS(6)	$12.50
RAL02105	CHAOTIC WARRIOR BOWMAN (6)	$12.50
RAL02106	CHAOS WARRIOR CAVALRY (3)	$12.50
RAL02107	CHAOS PIKEMEN (6)	$12.50
RAL02110	LORD GOODWINS COMMAND (4)	$12.50
RAL02111	KNIGHTS OF JUSTICE (3)	$12.50
RAL02112	LANCERS OF JUSTICE (3)	$12.50
RAL02113	LEGION OF JUSTICE ARCHERS (6)	$12.50
RAL02114	JUSTICE LEGION FOOT SOLDIERS 6	$12.50
RAL02120	BUNNY RABBIT COMMAND GROUP (4)	$13.50
RAL02121	BUNNY RABBIT STICKERS (SPEARS) (6)	$13.50
RAL02122	BUNNY RABBIT CHOPPERS (AXES) (6)	$13.50
RAL02123	BUNNY RABBIT THRASHERS (SWORDS) (6)	$13.50
RAL02124	BUNNY RABBIT SHOOTERS (BOWS) (6)	$13.50
RAL02130	DAE-SHIRU COMMAND	$12.50
RAL02131	DAE-SHIRU SKIRMISHERS	$12.50
RAL02132	DAE-SHIRU REGULARS	$13.00
RAL02140	TROLL SHAMAN & LEADER (2)	$13.00
RAL02141	TROLL STANDARD BEARER (2)	$13.00
RAL02142	TROLL ROCK THROWERS (3)	$13.00
RAL02143	TROLL HEAVY INFANTRY (2)	$13.00
RAL02144	TROLL LIGHT INFANTRY (3)	$13.00
RAL02150	OGRE CHAMPION & HERALS	$15.50
RAL02151	OGRE GUARDSMEN (2)	$15.50
RAL02164	TROLL CATAPULT & LOADER	$13.00
RAL02161	DWARF BOMBARD & (3) CREW	$12.50
RAL02162	DWARF FLMRTHR & (4) CREW	$18.50
RAL02163	DWARF CATAPLT & (3) CREW	$18.50

FANTASY CHARACTERS

Each blister contains 1 25mm figure.

RAL02210	HIGH ELF SWORD	$3.50
RAL02211	HIGH ELF ADVANCING	$3.50
RAL02214	HIGH ELF FIRING BOW (1)	$3.50
RAL02227	HALFINGS W/BOWS & SLINGS	$3.50
RAL02228	HALFINGS W/AXES & SWORDS	$3.50
RAL02301	FIGHTER IN PLATEMAIL W/HELMET	$3.50
RAL02302	PALADIN W/GREATSWORD	$3.50
RAL02303	RANGER IN MAIL W/BOW	$3.50
RAL02304	CHAOTIC WARRIOR W/GREATSWORD	$3.50
RAL02305	CHARGING FIGHTER	$3.50
RAL02307	HEROIC KNIGHT	$3.50
RAL02308	FIGHER WITH LONGBOW	$3.50
RAL02309	ANTI-HERO W/AXE	$3.50
RAL02310	FEMALE FIGHER W/ROUND SHIELD	$3.50
RAL02311	CAVALIER KNIGHT	$3.50
RAL02312	WARRIOR LORD	$3.50
RAL02331	MASTER THIEF	$3.50
RAL02332	BRIGAND THIEF	$3.50
RAL02333	ACROBATIC THIEF	$3.50

RAL02334	CLOAKED ASSASSIN	$3.50
RAL02335	NINJA ASSASSIN	$3.50
RAL02336	ROGUE THIEF	$3.50
RAL02337	FEMALE ADVENTURER THIEF (1)	$3.50
RAL02338	ELVEN THIEF (1)	$3.50
RAL02339	FEMALE CUTPURSE (1)	$3.50
RAL02340	BEGGAR THIEF (1)	$3.50
RAL02351	WIZARD W/STAFF	$3.50
RAL02352	ADVENTURER WIZARD	$3.50
RAL02353	ILLUSIONIST CONJURING	$3.50
RAL02354	EVIL WIZARD W/SKULL STAFF	$3.50
RAL02355	WIZARD W/RUNESWORD	$3.50
RAL02356	FEMALE MAGIC USER	$3.50
RAL02371	CLERIC W/BALL & CHAIN	$3.50
RAL02372	ARMORED CLERIC	$3.50
RAL02373	DRUID	$3.50
RAL02375	INQUISITOR W/SWORD OF JUSTICE	$3.50
RAL02376	FEMALE CLERIC	$3.50
RAL02391	BARD	$3.50

FANTASY MONSTERS

Blisters with 1 or () scale metal figures.

RAL02401	GREAT FIRE DRAGON	$18.00
RAL02403	WERETIGER	$4.50
RAL02404	GARGOYLE	$4.50
RAL02405	DEMON	$4.50
RAL02406	ARMORED MINOTAUR W/SPEAR	$4.50
RAL02407	HELL HOUNDS (3)	$9.00
RAL02408	LION CENTAURS	$9.00
RAL02412	RATLINGS	$11.50
RAL02415	TROLLS	$11.50
RAL02417	TREE SHEPHERD	$15.50
RAL02418	GREATER CAT LORD	$8.50
RAL02419	GUARDIAN DRAGON (1)	$11.00

ENCOUNTERS OF THE IMAGINATION

Blisters with ( ) 25mm metal figures

RAL02500	SLAVE MASTER & 3 SLAVES	$12.50
RAL02501	BARTENER, BOUNCER, 2 BARMAIDS	$12.50
RAL02502	ORC LORD ON THRONE W/SERVANT	$14.00
RAL02503	EVIL TOAD ON PEDESTAL & MINIONS	$16.50
RAL02504	HEADHUNTERS (4)	$12.50
RAL02505	PIRATES & SAILORS (4)	$12.50
RAL02506	BEGGARS (4)	$12.50
RAL02507	3 LADIES ESCORTED BY A HERO	$12.50
RAL02508	WOLF PACK (7)	$15.50
RAL02509	FAMILIERS (lots and lots of 'em!)	$9.75
RAL02510	TOWN GUARD (5)	$14.50
RAL02511	3 MOUNTED WEALTHY TRAVELLERS	$14.50
RAL02512	NOBLE'S COAH (Inc. 2 horses, coach, etc)	$19.00
RAL02513	SKELETAL HUNTER WITH PACK HOUNDS	$12.50

FANTASY BADGUYS

Each with 1 - 4 25mm metal figures.

RAL02901	HYDRA SMALL	$9.95
RAL02902	FEMALE GIANT	$11.50
RAL02903	ARMORED CENTAURS MALE & FEM	$11.50
RAL02908	MANTICORE	$9.95
RAL02909	UNICORN	$6.50
RAL02910	LIONS (MALE & FEMALE)	$6.50
RAL02911	ATTACK DOGS	$6.50
RAL02912	GIANT RATS	$6.50
RAL02922	GNOMES	$8.95
RAL02925	RANGERS (3)	$8.95
RAL02927	FEMALE WARRIORS	$8.95
RAL02928	WYVERN	$11.50
RAL02929	GNOLES (4)	$11.50
RAL02931	FIGHTING PALADIN	$3.50
RAL02932	ANTI-HERO W/2-HANGED AXE	$3.50
RAL02933	HALF ELF CHAMPION	$3.50
RAL02934	BARBARIAN GIANT	$11.50
RAL02936	ARMORED MINOTAUR W/SWORD	$9.00
RAL02937	FIGHTING PEGASUS	$11.00
RAL02938	SKELETON WARRIORS	$14.00
RAL02940	SKELETAL GIANT	$11.50
RAL02941	CHAOTIC WAR DRAGON & RIDER	$17.50
RAL02942	BARBARIANS (3)	$9.00
RAL02944	DRAGONMEN	$10.00
RAL02945	SABRETOOTH	$4.50
RAL02948	ARCHERS (3)	$9.00
RAL02949	GREY WIZARD	$3.50
RAL02950	UNDEAD NINJA	$3.50
RAL02951	KI-RIN	$6.00
RAL02952	SKELETAL BEASTMEN (4)	$11.50
RAL02953	WARCAT W/GNOLL RIDER	$7.50
RAL02954	WINGED DEMON LORD	$11.50
RAL02955	EVIL DRAGON	$17.50
RAL02956	GIANT MINOTAUR/BEASTMAN	$12.50
RAL02958	FAMILIARS (MULTIPLE)	$3.50
RAL02959	FEMALE ADVENTURERS (3)	$9.00
RAL02960	HOBGOBLIN BOAR & RIDERS	$11.50
RAL02961	GOATMEN	$11.50
RAL02962	COCKATRICE	$3.50
RAL02963	FEMALE MAGIC USERS	$9.00
RAL02964	HIPPOGRIFF	$9.00
RAL02965	MOUNTED SPECTRE	$7.50
RAL02966	HALF ELF ADVENTURER	$10.00
RAL02967	BALROG	$11.50
RAL02968	CENTAUR ADVENTURS MALE & FEM	$10.00
RAL02969	FEMALE PALADIN & ARMRD UNICORN	$10.00

FANTASY BOXED SETS

With 1 - 10 25mm metal figures.

RAL10200	NINJA	$17.50
RAL10210	GUARDIAN DRAGON	$24.00
RAL10309	SKELETAL LEGIONS OF LICHE KING	$28.00
RAL10310	SILVER AND STEEL (10 FEMALES)	$30.00
RAL10311	LARRY ELMORE's WARBAND	$35.00
RAL10312	SILVER & STEEL III	$32.50
RAL10320	TITANS OF TERROR BOXED SET	$38.00
RAL10412	RAL, LORD OF THE BALROGS	$38.00
RAL10414	WARLORDS	$28.00
RAL10416	DUELING DRAGONS	$50.00

COLLECTORS' MASTERPIECES

High Quality boxed sets with 25mm scale figures.

RAL10419	ARMORED DRAGON BOXED SET Huge dragon with lancer.	$36.00
RAL10420	CLUTCH OF FEAR COLLECTOR SET Dragon eating two thieves stealing her eggs.	$42.00
RAL10450	ANTAGONISTS BOXED SET Black dragon verses pegasus.	$54.00
RAL10451P	BRIDGE OF SORROWS Clash against a dragon involving a bridge.	$60.00
RAL10452P	THE CONFLICT White & Black Dragons locked in aerial combat.	$99.00
RAL10461	FEARLESS FROST DRAGON	$36.00
RAL10462P	RIDING THE WIND TO VALHALLA Dwarves with gatlings riding a dragon.	$50.00
RAL10463P	T-CHAR DRAGON, FIRE.FURY.DOOM	$40.00
RAL10464	NIDDHOGG THE WYRM	$40.00
RAL10465	DURINS DOOM Dragon about to eat some dwarves.	$50.00
RAL10602	MTD HERO FIGHTING GIANT From Larry Elmore's Painting	$65.00

RAL10603	AVALYNE THE HEALER VIGNETTE From Larry Elmore's Painting	$99.00
RAL01504	TAKHISIS - CHROMATIC DRAGON A stunning model of the famous AD&D dragon	$119.00
RAL01505	DRACOLICH - TSR'S UNDEAD DRAGON A stunning limited edition model of an undead dragon, made of pewter.	$99.00

RAL PARTHA IMPORTS

Blisters with 1 or () 25mm metal figures.

RAL23621	DWARF WITH RUNE-SPANNER	$1.50
RAL23622	CAT BURGLAR	$1.50
RAL31001	LORD OF DARKNESS	$4.50
RAL31002	WRAITH RIDER ON WINGED MOUNT	$11.50
RAL31003	GHOST	$3.50
RAL31009	MUMMY	$3.50
RAL31012	GIANT HALF TROLL CHAMPION	$11.50
RAL31015	SLAYAI, EVIL HIGH SORCERESS	$3.50
RAL31016	DRUID & BEAR	$6.50
RAL31017	DEMON BEAST	$12.00
RAL31021	EAGLE	$6.00
RAL31022	WRAITH W/FLAMING SWORD	$3.50
RAL31024	GREATER ANIMALS (6)	$13.50
RAL31025	LESSER ANIMALS (7)	$13.50
RAL31026	WYVERN	$11.50
RAL31027	UNICORN	$4.50
RAL31028	ARMORED CLOUD GIANT	$12.50
RAL32003	ROBIN HOOD	$3.50
RAL32009	SEVEN MAGIC ITEMS	$8.00
RAL32010	EIGHT TREASURE ITEMS	$6.50
RAL32011	TAVERN BED	$5.50
RAL32012	TAVERN CHEST	$5.50
RAL32013	BARREL CHAIRS (2)	$5.50
RAL32016	GLADIATORS	$6.50

Bushido - Samurai Range

Blisters with 1 25mm metal figure.

RAL53901	SAMURAI & RONIN (3)	$9.50
RAL53902	SAMUARI BUSHI (3)	$9.95
RAL53903	NINJA (3)	$9.95
RAL53904	BUDOKA & YAKUZA (3)	$9.95
RAL53905	ORIENTAL FEMALE ADVENTURERS 3	$9.95
RAL53906	GAKUSHO & SHUGENJA MAGICIANS 3	$9.95
RAL53907	TENGU (3)	$9.95
RAL53908	ONI DEMONS (3)	$9.95
RAL53909	KAPPA (3)	$9.95
RAL53911	DAI-BAKEMONO (1)	$9.95
RAL53912	DAI-ONI (1)	$10.95
RAL53914	NINJA W/GIMMICK WEAPONS (3)	$9.95
RAL53915	ARMORED SAMURAI (3)	$9.95
RAL53916	SAMURAI ADVENTURERS (3)	$9.95
RAL53917	TATSU DRAGON	$16.50

FANTASY ADVENTURERS

Blisters with 1 25mm metal figure.

RAL61001	FIGHTER IN PLATE MAIL & SWORD	$3.50
RAL61002	WIZARD WITH STAFF	$3.50
RAL61003	CLERIC WITH MACE	$3.50
RAL61006	BARD W/SWORD & LUTE	$3.50
RAL61007	MONK W/STAFF	$3.50
RAL61008	RANGER W/SWORD & BOW	$3.50
RAL61009	BARBARIAN CHOPPING W/2H SWORD	$3.50
RAL61011	ILLUSIONIST W/STAFF	$3.50
RAL61012	NINJA ASSASSIN W/SWORD	$3.50
RAL61014	ELVEN HERO W/SWORD	$3.50
RAL61017	FEMALE THIEF W/DAGGER & SACK	$3.50
RAL61019	FEMALE FIGHTER W/TRIANGLE SHLD	$3.50
RAL61020	HOURI W/DAGGER	$3.50
RAL61021	EVIL WIZARD W/SERPENT STAFF	$3.50
RAL61022	EVIL CLERIC	$3.50
RAL61029	DWARF CHAMPION W/AXE	$3.50
RAL61030	FEMALE RANGER	$3.50
RAL61031	PALADIN W/FULL CHAINMAIL	$3.50
RAL61034	GNOME WARRIOR THIEF	$3.50
RAL61043	BARBARIAN HEROINE W/SWORD	$3.50
RAL61047	SORCERESS IN DUNGEON ATTIRE	$3.50
RAL61048	SWASHBUCKLER THIEF	$3.50
RAL61050	THIEF W/LONGSWORD IN AMBUSH	$3.50
RAL61051	FEMALE DUELLIST W/2 SWORDS	$3.50
RAL61053	TORQUEMADA, CHAOS CONQUEROR	$3.50
RAL61054	ZORA, GYPSY SORCERER	$3.50
RAL61055	BRAN MAC, KING OF THE PICTS	$3.50
RAL61056	BAL, LORD HIGH EXECUTIONER	$3.50
RAL61057	BELINDA, KNIGHT OF LIGHT	$3.50
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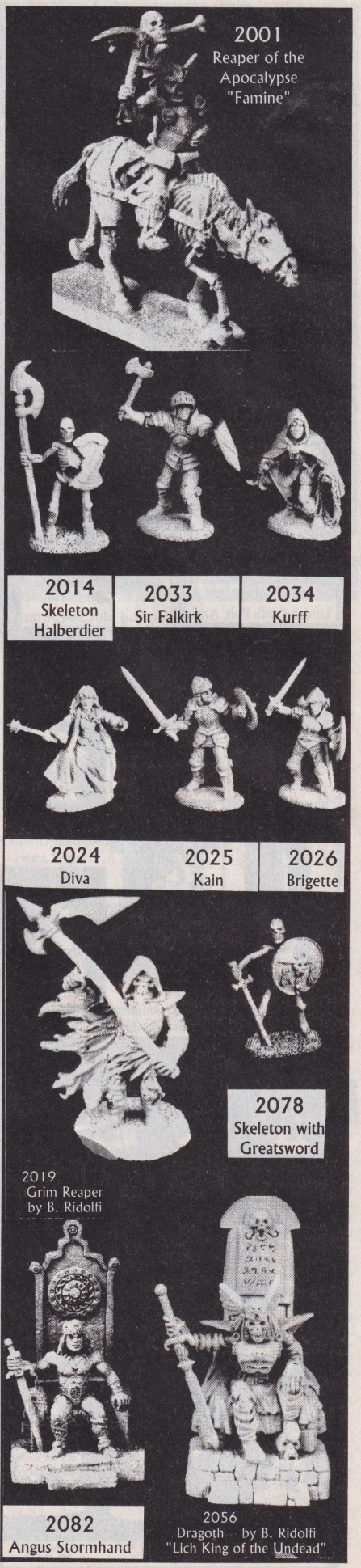

2065
Greycloud

3003
Undead with Pole Arms

3005
Undead with Side Arms

3015
Mounted Reapers

3016
Mounted Undeads with Mace

3017
Mounted Undeads with Lance

3028
Dwarven Dragoons with Lances

3029
Dwarven Dragoons with Swords

3031

3021
Dwarven Axemen

3024
Dwarven Pike

3030

3032

4006 4007 4008

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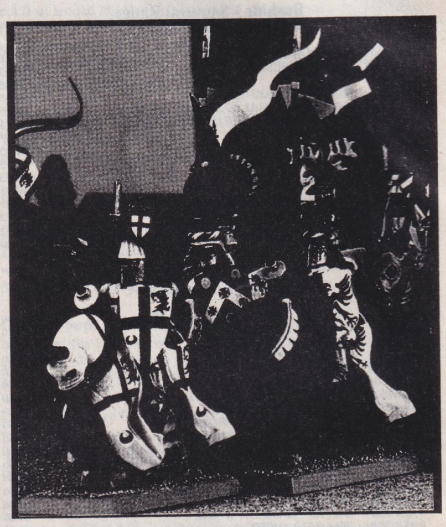

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CIT745197	SKELETON CAVALRY	$10.00
CIT745203	VAMPIRE LORD	$10.00
CIT745210	UNDEAD NECROMANCER	$10.00
CIT745222	HEINRICH KEMMLER	$15.50
CIT745227	GHOULS	$15.00
CIT745234	UNDEAD BATTLE BANNERS	$12.00
CIT745241	MOUNTED NECROMANCER	$12.50
CIT745272	HEINRICH KEMMLER	$15.50
CIT745340	GHOSTS	$10.00
CIT745359	VLAD & ISABELL VON CARST	$15.50
CIT745401	UNDEAD LORD KRELL	$15.50
CIT745678	SKULL CHUCKER	$19.00
CIT136309	UNDEAD TRANSFERS	$12.50

CHAOS BOXED SETS

CIT0525	CHAOS KNIGHTS	$32.00
CIT0529	ARBAAL THE UNDEFEATED	$43.00
CIT0533	EGRIMM VAN HORSTMANN	$73.00
CIT0782	CHAOS BEASTMEN WARRIORS	$15.00
CIT0787	CHAOS WARRIORS (10)	$15.00
CIT0788	CHAOS DWARF AXEMEN	$15.00

CHAOS BLISTERS

CIT730001	CHAOS BEASTMEN	$15.50
CIT730018	CHAOS BEASTMEN COMMAND	$15.50
CIT730025	BEASTMAN SHAMAN	$10.00
CIT730032	CHAOS DRAGON OGRES	$29.00
CIT730049	CHAOS KNIGHT HEROES	$12.50
CIT730056	CHAOS WARRIOR COMMAND	$10.00
CIT730063	FLESH HOUNDS OF KHORNE	$10.00
CIT730070	CHAOS BLOODLETTERS	$10.00
CIT730087	DAEMONETTES OF SLAANESSH	$10.00
CIT730094	CHAOS SORCERERS & FAMILIARS	$10.00
CIT730100	FLAMERS OF TZEENTCH	$10.00
CIT730117	SCYLLA CHAOS SPAWN	$15.50
CIT730129	PINK & BLUE HORRORS	$15.50
CIT730131	DAEMONETTES ON MOUNTS	$19.00
CIT730148	PLAGUEBEARERS	$15.50
CIT730155	FLYING DISC OF TZEENTCH	$12.50
CIT730162	AEKBOLD HELBRASS	$15.50
CIT730179	FIENDS OF SLAANESH	$15.50
CIT730186	BEAST OF NURGLE	$15.50
CIT730193	MOUNTED CHAOS KNIGHT	$12.50
CIT730216	CHAOS HARPY	$15.50
CIT730964	JUGGERNAUT OF KHORNE	$17.00
CIT731309	CHAMPIONS OF KHORNE	$15.50
CIT731429	CHAMPIONS OF SLAANESH	$15.50
CIT731558	CHAMPIONS OF TZEENTCH	$15.50
CIT731671	CHAMPIONS OF NURGLE	$15.50
CIT732012	CHAOS WARRIORS	$15.50
CIT732104	GREATER DAEMON OF KHORNE	$24.00
CIT732111	GREATER DAEMON OF TZEENTCH	$24.00
CIT732128	GREATER DAEMON OF SLAANESH	$24.00
CIT732135	GREATER DAEMON OF NURGLE	$24.00
CIT732319	NURGLINGS	$15.50
CIT006199	CHAOS TRANSFERS	$12.00
CIT888306	CHAOS BEASTMASTER	$15.00

HIGH ELF BOXED SETS

CIT0527	HIGH ELF DRAGON LORD	$62.00
CIT0754	HIGH ELF WARRIORS	$15.00
CIT0816	HIGH ELF REAVER KNIGHTS	$32.00
CIT0818	HIGH ELF SILVER HELMS	$32.00
CIT0822	HIGH ELF WAR GRIFFON	$47.00
CIT0825	HIGH ELF BATTLE CHARIOT	$32.00
CIT0830	HIGH ELF PEGASUS	$47.00
CIT0841	DRAGON PRINCES OF CALEDOR	$32.00

HIGH ELF BLISTERS

CIT756001	HIGH ELF SPEARMEN	$15.50
CIT756131	HIGH ELF COMMAND	$15.50
CIT756254	HIGH ELF BOWMEN	$15.50
CIT756377	SILVER HELMS	$10.00
CIT756384	SILVER HELMS CAPTAIN	$10.00
CIT756391	HIGH ELF SILVER HELMS STANDAR	$10.00
CIT756490	HIGH ELF BOLT THROWER	$19.00
CIT756520	TECLIS	$15.50
CIT756643	TYRION	$19.00
CIT756704	HIGH ELF PHOENIX GUARD	$19.00
CIT756759	DRAGON PRINCE HEROES	$12.50
CIT756766	HIGH ELF DRAGON PRINCE	$12.50
CIT756773	HIGH ELF REAVER KNIGHT	$10.00
CIT006083	HIGH ELF BANNERS	$12.00
CIT887093	DRAGON KNIGHT PRINCE HEROES	$9.00
CIT887507	WHITE LIONS OF CHRACE	$19.00
CIT887705	SWORDMASTERS OF HOETH	$15.50
CIT887804	SHADOW WARRIORS	$15.50
CIT887909	REAVER KNIGHT HEROES	$10.00

DARK ELF BOXED SETS

CIT0530	COLD ONE KNIGHTS	$43.00
CIT0531	DARK ELF DRAGONRIDER	$60.00
CIT0532	DARK ELF SORCERESS	$46.00
CIT0795	WARHAMMER DARK ELVES	$15.00

DARK ELF BLISTERS

CIT759002	DARK ELF SPEARMEN	$15.50
CIT759019	DARK ELF CROSSBOWS	$15.50
CIT759026	BLACK GUARD OF NAGGAROTH	$15.50
CIT759033	DARK ELF COMMAND	$15.50
CIT759040	DARK ELF WITCH ELVES	$15.50
CIT759057	DARK ELF TRANSFERS	$12.00
CIT759064	DARK ELF CORSAIRS	$15.50
CIT759071	DARK ELF COLD ONE	$12.50
CIT759088	DARK ELF BANNERS	$12.00
CIT759095	DARK ELF STANDARDS	$12.00
CIT759101	COLD ONE KNIGHT STANDARD	$15.50
CIT759118	COLD ONE KNIGHT CHAMPION	$15.50
CIT759125	DARK ELF REPEATING BOLT THROW	$19.00
CIT759132	DARK ELF GENERAL ON COLD ONE	$19.00
CIT759149	DARK ELF SORCERER	$10.00
CIT759156	DARK ELF ASSASSINS	$10.00

EMPIRE BOXED SETS

CIT0758	REGIMENT OF ALTDORF	$45.00
CIT0759	EMPIRE HALBERDIERS	$15.00
CIT0811	EMPIRE WAR WAGON	$60.00
CIT0812	EMPIRE STEAM TANK	$47.00
CIT0814	KNIGHTS OF THE WHITE WOLF	$32.00
CIT0815	KNIGHTS PANTHER	$32.00
CIT0817	IMPERIAL WAR ALTAR	$47.00
CIT0820	HEROES OF THE EMPIRE	$47.00
CIT0821	ELECTOR COUNTS	$47.00
CIT0826	IMPERIAL PEGASUS RIDER	$47.00
CIT0835	EMPEROR ON DEATHCLAW	$47.00

EMPIRE BLISTERS

CIT737071	MOUNTED WIZARDS MIXED	$10.00
CIT737147	KNIGHT OF THE BLAZING SUN	$10.00
CIT737154	GRANDMASTER OF THE BLAZING SU	$10.00
CIT737253	IMPERIAL STANDARDS	$10.00
CIT737376	IMPERIAL OUTRIDERS	$10.00
CIT737406	KISLEV HORSE ARCHERS	$10.00
CIT737413	KISLEV HORSE ARCHERS COMMAND	$10.00
CIT737536	KISLEV LANCERS	$10.00
CIT737543	KISLEV LANCERS COMMAND	$10.00
CIT737637	WHITE WOLF STANDARD BEARER	$10.00
CIT737659	KNIGHTS OF THE WHITE WOLF	$10.00
CIT737666	GRANDMASTER WHITE WOLVES	$10.00
CIT737673	KNIGHTS WHITE WOLF STANDARD	$10.00
CIT737765	IMPERIAL PISTOLIERS	$10.00
CIT737970	EMPIRE WIZARDS	$10.00
CIT737888	REIKSGUARD KNIGHTS	$10.00
CIT738236	ICE QUEEN OF KISLEV	$10.00
CIT738359	IMPERIAL MORTAR	$19.00
CIT738472	IMPERIAL GREATSWORD	$15.50
CIT738502	BORIS TODBRINGER	$15.50
CIT738519	ALDERBRAND LUDENHOF	$15.50
CIT738526	VALMÎR VON RAUKOV	$15.50
CIT738533	MARIUS LEITDORF	$15.50
CIT738540	REIKSMARSHALL KURT HELBOR	$15.50
CIT738557	SUPREME PATRIARCH	$15.50
CIT738564	LUDWIG SWARTZHELM	$15.50
CIT738632	KNIGHTS PANTHER	$10.00
CIT738649	GRANDMASTER - KNIGHT PANTHERS	$10.00
CIT738656	KNIGHTS PANTHER	$10.00
CIT738878	IMPERIAL HALFLING TROOPS	$15.50
CIT738885	HALFLING HOT POT	$15.50
CIT738991	IMPERIAL VOLLEY GUN	$24.00
CIT739066	IMPERIAL FOOT SOLDIERS	$15.50
CIT739196	IMPERIAL COMMAND GROUP	$15.50
CIT739219	ARCHERS	$15.50
CIT739455	IMPERIAL REIKSGARD	$15.50
CIT739585	IMPERIAL HALBERDIERS	$15.50
CIT739608	IMPERIAL HANDGUNNERS	$15.50
CIT739721	GREAT CANNON	$29.00
CIT739844	TILEAN CROSSBOWMEN	$15.50
CIT739851	IMPERIAL FLAGELLANTS	$15.50
CIT741267	BRETTONIAN MTD MEN-AT-ARMS	$9.00

ORC & GOBBO BOXED SETS

CIT0823	ORC ROCK LOBBER	$47.00
CIT0824	ORC WAR WYVERN	$60.00
CIT0760	ORC WARRIORS	$15.00
CIT0829	MARAUDER GIANT	$60.00
CIT0796	BLACK ORC WARRIORS	$15.00
CIT0755	GOBLIN WARRIORS	$15.00
CIT0831	GOBLIN WOLF RIDERS	$32.00
CIT0844	GOBLIN WAR CHARIOT	$47.00
CIT0528	AZHAG THE SLAUGHTERER	$62.00

ORC & GOBBO BLISTERS

CIT747535	ORC BOLT THROWER	$21.00
CIT747759	GOBBO STICKERS	$12.00
CIT748079	SNOTLING PUMP WAGON	$30.00
CIT748105	SNOTLINGS	$15.50
CIT749058	SWARMS	$15.50
CIT749300	ARMORED MERCENARY OGRES	$19.00
CIT752003	SAVAGE ORC BOYZ	$15.50
CIT752058	SAVAGE ORC BOAR BOYZ	$10.00
CIT752065	SAVAGE ORC BOAR BOYZ COMMAND	$10.00
CIT752072	SAVAGE ORC SHAMAN	$10.00
CIT752102	SAVAGE ORC ARRER BOYZ	$15.50
CIT752201	ORC BOYZ	$15.50
CIT752256	ORC ARRER BOYZ	$15.50
CIT752300	ORC BIG'UNS	$15.50
CIT752355	ORC COMMAND GROUP	$15.50
CIT752409	GORFANG ROTGUT	$15.50
CIT752416	MORGLUM NECKSNAPPER	$19.00
CIT752508	SAVAGE ORC COMMAND GROUP	$15.50
CIT752059	SAVAGE ORC BOARBOYZ (1)	$11.50
CIT752089	SAVAGE ORC SHAMAN ON BOAR	$12.50
CIT752553	BLACK ORCS	$15.50
CIT752607	BLACK ORC COMMAND GROUP	$15.50
CIT753857	RIVER TROLLS	$21.00
CIT753987	STONE TROLLS	$21.00
CIT754052	NIGHT GOBLINS	$15.50
CIT754182	NIGHT GOBLIN COMMAND	$15.50
CIT754205	NIGHT GOBLIN FANATICS	$15.50
CIT754250	SKARSNIK & GLOBBA	$19.00
CIT754328	GOBLINS	$15.50
CIT754403	GOBLIN SQUIG HOPPERS	$10.00
CIT754441	BAT WING LOONIES	$10.00
CIT754571	NIGHT GOBLIN NET TEAMS	$15.50
CIT754694	NIGHT GOBLIN SQUIG HERDER	$15.50
CIT754700	FOREST GOBLINS	$15.50
CIT754809	FOREST GOBLIN COMMAND	$15.50
CIT754908	FOREST GOBLIN SPIDER RIDER	$10.00
CIT882304	GOBLIN HERO ON GIANT SPIDER	$15.50
CIT882618	GOBLIN WULF BOYZ	$10.00
CIT006069	ORC BANNERS	$12.00
CIT006106	GOBLIN BANNERS	$12.00
CIT006120	ORK DECALS	$12.00

DWARF BOXED SETS

CIT0762	DWARVES	$15.50
CIT0828	THRONE OF POWER	$47.00
CIT0836	ANVIL OF DOOM	$47.00
CIT0837	DWARF FLAME CANNON	$47.00
CIT0842	DWARF GYROCOPTER	$29.00
CIT0840	BUGMANS BREWERS	$47.00

DWARF BLISTERS

CIT743230	DWARF CLANSMEN	$15.50
CIT743254	DWARF SPEARMEN	$15.50
CIT743483	DWARF WARRIORS	$15.00
CIT743506	DWARF SAPPERS	$15.00
CIT743643	DWARF BOLT THROWER	$19.00
CIT743742	BUGMANS CART	$15.00
CIT743759	BUGMANS TROOPERS	$15.50
CIT743807	GOTREK & FELIX	$15.50
CIT743827	UNGRIM THE SLAYER	$15.50
CIT743834	BURLOCK DAMMINSON	$15.50
CIT743841	KRAGG THE GRIM	$15.50
CIT743870	THE WHITE DWARF	$15.50
CIT880102	DWARF COMMAND GROUP	$15.50
CIT880256	DWARF CANNONS	$19.00
CIT880447	DWARF MINERS	$15.50
CIT880454	DWARF MINER COMMAND	$15.50
CIT880515	DWARF CROSSBOWMEN	$15.50
CIT880911	DWARF TROLL SLAYERS	$15.50
CIT880928	DWARF GIANT SLAYER	$15.50
CIT880935	DWARF IRONBREAKERS	$15.50
CIT880942	DWARF LONGBEARDS	$15.50
CIT880956	DWARF HAMMERERS	$15.50
CIT880966	DWARF THUNDERER	$15.50
CIT880973	DWARF DRAGON SLAYER	$12.50
CIT880980	DWARF DAEMON SLAYER	$15.50
CIT006076	DWARF BANNERS	$12.00

CHAOS DWARF BOXED SETS

CIT0838	LAMASSU	$47.00
CIT0833	GREAT TARSUS	$47.00
CIT0834	EARTHSHAKER	$47.00
CITCD04	CHAOS DWARVES (10)	$15.00

CHAOS DWARF BLISTERS

CIT758005	CHAOS DWARF AXEMEN	$15.50
CIT758050	CHAOS DWARF COMMAND	$15.50
CIT758104	CHAOS DWARVES BLUNDERBUS	$15.50
CIT758159	BULL CENTAURS	$15.50
CIT758166	BULL CENTAUR STANDARD BEARER	$15.50
CIT758203	CHAOS DWARF ROCKET LAUNCHER	$19.00
CIT758500	HOBGOBLIN WARRIORS	$15.50
CIT758555	HOBGOBLIN ARCHERS	$15.50
CIT758609	HOBGOBLIN COMMAND	$15.50
CIT758630	MOUNTED HOBGOBLIN HERO	$12.50
CIT758654	HOBGOBLIN WOLF RIDER	$10.00
CIT758708	HOBGOBLIN WOLF RIDER COMMAND	$10.00
CIT758739	HOBGOBLIN SNEAKY GITS	$15.50
CIT758746	HOBGOBLIN BOLT THROWER	$19.00
CIT758807	CHAOS DWARF HEROES	$10.00

WOOD ELF BOXED SETS

CIT102728	WOOD ELF ARCHERS (8 plastic)	$15.00
CIT0534	DURTHU THE TREEMAN	$33.00
CIT0535	WOOD ELF FOREST DRAGON	$70.00
CIT0536	WOOD ELF GLADE RIDERS (4)	$32.00
CIT0537	ORION, THE WOOD ELF KING	$32.00

WOOD ELF BLISTERS

CIT742019	WOOD ELF ARCHERS (4 metal)	$15.50
CIT883707	WOOD ELF TREEMAN	$33.00
CIT742029	WOOD ELF DRYADS	$15.50
CIT742158	WOOD ELF COMMAND	$15.50
CIT742039	WOOD ELF WAR DANCERS (4)	$15.50
CIT742049	WOOD ELF GLADE GUARD (4)	$15.50
CIT742059	WOOD ELF COMMAND NEW (3)	$15.50
CIT742069	WOOD ELF MOUNTED GENERAL (1)	$12.50
CIT742079	WOOD ELF GREAT EAGLE (1)	$20.00
CIT742089	WOOD ELF MOUNTED MAGE (1)	$12.50
CIT742119	GLADE RIDER CHAMPION	$12.00
CIT742179	GLADE RIDER ARCHERS	$9.50
CIT742189	GLADE RIDER STANDARD BEARER	$9.50
CIT742196	GLADE RIDER HORN BLOWER	$9.50
CIT742129	WOOD ELF WARHAWK RIDER	$12.50
CIT742202	WOOD ELF WAYWATCHERS (4)	$15.50
CIT136296	WOOD ELF TRANSFERS	$11.50
CITBANN	WOOD ELF BANNERS	$11.50

BEASTIES

CIT746019	GIANT OGRE	$19.00
CIT746767	GAINT SPIDER	$15.00
CIT883707	TREEMAN	$32.00
CIT797202	SUSTAIN FIRE DICE	$5.00
CIT797219	BLOCKING DICE	$4.50
CIT797691	DWARF BAGGAGE TRAIN	$23.00

CITADEL SHIELDS

CIT137510	GOBLIN PLAIN SHIELDS	$5.00
CIT137534	ORC SHIELDS	$5.00
CIT137541	DWARF DETAILED SHIELDS	$5.00
CIT137558	FIGHTER SHIELDS	$5.00
CIT137565	FIGHTER SHIELDS	$4.50
CIT137572	UNDEAD SHIELDS	$5.00
CIT137583	ELF SHIELDS	$5.00
CIT137589	DARK ELF SHIELDS	$5.00
CIT137596	CHAOS DETAILED SHIELDS	$5.00
CIT137599	CHAOS SHIELDS	$4.50
CIT137602	EMPIRE SHIELDS	$5.00
CIT137609	EMPIRE SHIELDS	$4.50

Accessories

CITADEL ACCESSORIES

CIT83910	SUPER GLUE	$10.00
CIT839155	LIQUID POLY CEMENT	$7.00
CIT97003	GW FIGURE CASE	$32.00
CITFLOCK	MODELLING FLOCK	$7.00
CIT0096	MODELLING SAND Fine sand a light buff color - good stuff	$7.00
CIT0095	MODELLING GRAVEL Course ocre/brown color pebbles. Great for small rocks.	$7.00
CIT420200	METAL CLIPPERS Sharp, powerful clippers, perfect for white metal figs.	$13.00
CIT42031	CITADEL FINE FILES (2)	$10.00
CIT720320	PIN VICE AND DRILLS	$16.00
CIT420350	TAPE MEASURE	$13.00
CIT420360	MODELLING KNIFE	$10.00

CITADEL PLASTIC BASES

CIT841929	25MM FANTASY BASES	$3.50
CIT841943	CAVALRY BASES	$3.50
CIT841950	MONSTER BASES	$3.50
CIT841967	FLYING BASES	$3.50
CIT841974	EPIC BASES	$3.50
CIT841981	WARHAMMER 40k BASES	$3.50
CIT841998	20MM FANTASY BASES	$3.50

CITADEL CATALOGS

GAM0725	CITADEL MINIATURES 1994 CAT	$16.00
GAM0726	CITADEL MINIATURES CAT # 4	$16.00
GAM0727	CITADEL MINIATURES CAT 1 & 2	$29.95
GAM0729	CITADEL MINIATURES CAT # 3	$16.00
CIT0723	1995/96 CITADEL ANNUAL	$20.00

CITADEL DICE

CIT137299	WARHAMMER BATTLE DICE	$5.00
CIT137305	EPIC BATTLE DICE	$5.00
CIT137312	WARHAMMER ARTILLERY DICE	$5.00
CIT137359	40K GEM DICE	$10.00

CITADEL PAINTING GUIDES

CIGWB03	CITADEL PAINTING GUIDE	$1.50
CIGWB05	EAVY METAL PAINTING GUIDE	$23.95
CIGWB06	40K PAINTING GUIDE	$29.95
CIGWB07	EAVY METAL MODELLING GUIDE	$29.95
CIGWB09	WARHAMMER ARMIES PAINTING GUIDE	$29.95

FLOCKIT

This product is not glue as such. but it is a specially formulated pigmented flocking paste. What does that mean? It means, after you have stuck your figures on their bases. and maybe added some texture to the base with clay or putty, you then paint the base with FLOCKIT and immediately put CITADEL or K&M Flock upon the FLOCKIT. The FLOCKIT comes in four colors, so choose one that suits the color Flock you are using. Pots are 300ml - big! This is great stuff.

FLOCKIT Grass Green (perfect for Citadel Flock)	$19.00
FLOCKIT Dry Earth (light brown)	$19.00
FLOCKIT Lush Earth (chocolaty brown)	$19.00
FLOCKIT Weathered Grey (slate grey)	$19.00

CHESSEX FIGURE CASES

CHX2850	**80 Compartments (2 Pre-cut foam inserts)** Suitable for 25mm humanoid figures.	$45.00
CHX2851	**56 Compartments (2 Pre-cut foam inserts)** Can carry 28 mechs, or 56 larger 25mm figures.	$45.00
CHX2852	**40 Compartments (1 Pre-Cut foam insert)** Various compartment sizes, for large figures.	$45.00

Acrylic Paint

CITADEL

PAINT SETS

CIT0070	TITAN LEGIONS PAINT SET	$19.00
CIT0071	GLAZES PAINT SET	$19.00
CIT0072	SHADING WASHES	$19.00
CIT0073	SHADING/WASH SET	$19.00
CIT0074	TYRANIDS PAINT SET	$19.00
CIT0076	ELDAR ASPECT PAINT SET	$19.00
CIT0077	ELDAR CRAFTWORLDS PAINT SET	$19.00
CIT0078	ORK & GRETCHIN PAINT SET	$19.00
CIT0079	SPACE WOLVES PAINT SET	$19.00
CIT0080	ULTRAMARINE PAINT SET	$19.00
CIT0081	DARK ANGELS PAINT SET	$19.00
CIT0082	BLOOD ANGEL PAINT SET	$19.00
CIT0083	CHAOS PAINT SET	$19.00
CIT0084	SKAVEN PAINT SET	$19.00
CIT0085	UNDEAD PAINT SET	$19.00
CIT0086	DWARF PAINT SET	$19.00
CIT0087	ORCS & GOBLINS PAINT SET	$19.00
CIT0088	HIGH ELVES PAINT SET	$19.00
CIT0089	CITADEL COLOR PAINT SET	$31.00

PAINTS

CIT83301	SKULL WHITE	$3.50
CIT83302	CHAOS BLACK	$3.50
CIT83303	BLOOD RED	$3.50
CIT83304	SUNBURST YELLOW	$3.50
CIT83307	GOBLIN GREEN	$3.50
CIT83308	FIERY ORANGE	$3.50
CIT83310	RUBY RED	$3.50
CIT83311	REGAL BLUE	$3.50
CIT83312	SMELLY PRIMER	$3.50
CIT83313	ULTRAMARINES BLUE	$3.50
CIT83314	BLAZING ORANGE	$3.50
CIT83315	DARK ANGELS GREEN	$3.50
CIT83316	BAD MOON YELLOW	$3.50
CIT83317	BLEACHED BONE	$3.50
CIT83320	ENCHANTED BLUE	$3.50
CIT83321	BRONZED FLESH	$3.50
CIT83322	SNAKEBITE LEATHER	$3.50
CIT83323	LEPROUS BROWN	$3.50
CIT83324	WARLOCK PURPLE	$3.50
CIT83325	LIGHTNING BOLT BLUE	$3.50
CIT83326	LICHE PURPLE	$3.50
CIT83327	VERMIN FUR	$3.50
CIT83328	BESTIAL BROWN	$3.50
CIT83329	SNOT GREEN	$3.50
CIT83330	ELF GREY	$3.50
CIT83331	ELF FLESH	$3.50
CIT83332	JADE GREEN	$3.50
CIT83333	DWARF FLESH	$3.50
CIT83334	BLOOD ANGELS RED	$3.50
CIT83335	GOLDEN YELLOW	$3.50
CIT83343	ROTTING FLESH	$3.50
CIT83344	BUBONIC BROWN	$3.50
CIT83345	SHADOW GREY	$3.50
CIT83346	SPACE WOLVES GREY	$3.50
CIT83358	CRIMSON GORE	$3.50
CIT83359	PUTRID GREEN	$3.50
CIT83360	VOMIT BROWN	$3.50
CIT83361	DEADLY NIGHTSHADE	$3.50
CIT83362	NAUSEATING BLUE	$3.50
CIT83363	TENTACLE PINK	$3.50
CIT83365	EMERALD GREEN	$3.50
CIT83366	SCORPION GREEN	$3.50
CIT83367	HAWK TURQUOISE	$3.50
CIT83368	FESTERING BLUE	$3.50
CIT83369	HIDEOUS BLUE	$3.50

METALLICS

CIT83305	MITHRIL SILVER	$5.00
CIT83306	SHINING GOLD	$5.00
CIT83309	CHAINMAIL	$5.00
CIT83318	TIN BITZ	$5.00
CIT83347	BOLTGUN METAL	$5.00
CIT83348	POLISHED BLUE	$5.00
CIT83349	DWARF BRONZE	$5.00
CIT83350	AMETHYST PURPLE	$5.00
CIT83351	BEATEN COPPER	$5.00
CIT83352	GLISTENING GREEN	$5.00
CIT83364	BRAZEN BRASS	$5.00
CIT83370	BURNISHED GOLD	$5.00

WASHES AND GLAZES

CIT83319	RED WASH	$3.50
CIT83336	FLESH WASH	$3.50
CIT83337	ORC FLESH WASH	$3.50
CIT83338	BLUE WASH	$3.50
CIT83339	YELLOW WASH	$3.50
CIT83340	BROWN WASH	$3.50
CIT83341	CHESTNUT WASH	$3.50
CIT83342	ARMOR WASH	$3.50
CIT83353	ORANGE WASH	$3.50
CIT83356	PURPLE WASH	$3.50
CIT83357	BLACK WASH	$3.50
CIT83371	GREEN WASH	$3.50
CIT83374	YELLOW GLAZE	$3.50
CIT83355	BLUE GLAZE	$3.50
CIT83372	RED GLAZE	$3.50
CIT83373	GREEN GLAZE	$3.50
CIT88374	PURPLE GLAZE	$3.50
CIT88375	TURQUOISE GLAZE	$3.50

CITADEL PAINT BRUSHES

CIT83880	FINE DETAIL BRUSH	$6.00
CIT83881	SMALL DRYBRUSH	$7.50
CIT83882	STANDARD BRUSH	$6.00
CIT83883	DETAIL BRUSH	$6.00
CIT83885	LARGE DRYBRUSH	$7.50
CIT83886	BASECOAT BRUSH	$6.00
CIT83887	PAINT BRUSH SET	$17.00
CIT83888	LARGE BRUSH	$7.50

CITADEL SPRAY PAINTS

CIT0066	SHADOW GREY SPRAY	$10.00
CIT0068	DARK ANGEL GREEN SPRAY	$10.00
CIT0069	ULTRAMARINE BLUE SPRAY	$10.00
CIT0090	BLACK PRIMER SPRAY	$15.00
CIT0091	WHITE PRIMER SPRAY	$15.00
CIT0093	CLEAR VARNISH SPRAY	$15.00

RAL PARTHA

PAINT SETS

RAL77730	**PARTHA FANTASY PAINTS** Silver, gold, black, white, blue, green, red, yellow, brush & figure.	$25.00
RAL77740	**AUTUMN COLOURS** Autumn gold,khaki,brown,woodbrown,pine green,armor grey.	$18.00
RAL77741	**SUMMER COLOURS** Flaxen yellow,adobe & dunkel brown,evergreen,armor grey, olive.	$18.00
RAL77750	**CHAOS WAR COLOURS** Mold,slate,burgundy,metallic blue, green & red.	$18.00
RAL77790	**SILKS AND SATINS AD&D** Royal blue, lavindar, blue, royal red, white, green.	$16.00
RAL77791	**NATURAL COLORS AD&D** Werefur brown,yellow,pink,elemental orange,moss green,blue.	$16.00

ACCESSORIES

RAL77725	SPRAY PRIMER	$9.00
RAL77726	SPRAY CLEAR MATTE SEALER	$19.50
RAL77727	DRAGONSCALE METALLIC CREMES	$15.00
RAL77728	BRUSH KIT	$2.50
RAL77729	SPONGE APPLICATOR BRUSHES	$49.95
RAL77733	CLEAR HANDLED PAINT BRUSH KIT 6 different plastic & metal brushes with sable hair and screw-off caps.	$49.95
RAL77734	BLACK HANDLED PAINT BRUSH KIT 6 different plastic & metal brushes with sable hair and screw-off caps.	$49.95

INDIVIDUAL POTS 25ml

RAL77701	GOLD METALLIC	$3.50
RAL77702	SILVER METALLIC	$3.50
RAL77703	BRONZE METALLIC	$3.50
RAL77704	STEEL	$3.50
RAL77705	FLESH	$3.50
RAL77706	WHITE	$3.50
RAL77707	GRAY	$3.50
RAL77708	BLACK	$3.50
RAL77709	SHAMROCK GREEN	$3.50
RAL77710	FOREST GREEN	$3.50
RAL77711	DUN	$3.50
RAL77712	LEATHER	$3.50
RAL77713	RED BROWN	$3.50
RAL77714	DARK BROWN	$3.50
RAL77715	IVORY	$3.50
RAL77716	YELLOW	$3.50
RAL77717	ORANGE	$3.50
RAL77718	RED	$3.50
RAL77719	SKY BLUE	$3.50
RAL77720	TRUE BLUE	$3.50
RAL77721	DARK BLUE	$3.50
RAL77722	COPPER METALLIC	$3.50
RAL77723	PURPLE	$3.50
RAL77731	KHAKI	$3.50
RAL77901	AGED METAL AD&D	$3.50
RAL77902	FROST GIANT WHITE AD&D PAINT	$3.50
RAL77903	BONE WHITE	$3.50
RAL77904	MIST GLOW WHITE	$3.50
RAL77905	STONE	$3.50
RAL77906	NIGHTMARE BLACK	$3.50
RAL77907	DROW FLESH	$3.50
RAL77908	MINOTAUR FUR	$3.50
RAL77909	HELLHOUND BROWN	$3.50
RAL77910	DAMSEL FLESH	$3.50
RAL77911	WARRIOR FLESH	$3.50
RAL77912	CLERIC BROWN	$3.50
RAL77913	GUTS PINK	$3.50
RAL77914	FIREKIN RED	$3.50
RAL77915	DRAGON SCALE RED	$3.50
RAL77916	DRAGON TONGUE PURPLE	$3.50
RAL77917	MIND FLAYER MAUVE	$3.50
RAL77918	ASTRAL BLUE	$3.50
RAL77919	DRAGON SCALE BLUE	$3.50
RAL77920	PALADIN BLUE	$3.50
RAL77921	LANTERN LIGHT YELLOW	$3.50
RAL77922	TROLL FLESH GREEN	$3.50
RAL77923	ELVEN GREEN	$3.50
RAL77924	SLIME	$3.50

The All New Ral Partha Paint Range

RAL77801	MEDIUM GRAY	$3.50
RAL77802	DARK GREY	$3.50
RAL77803	SLATE	$3.50
RAL77804	OLIVE	$3.50
RAL77805	TAN	$3.50
RAL77806	CAUCASIAN SKIN TONE	$3.50
RAL77807	SUNTAN SKIN TONE	$3.50
RAL77808	AMERICAN INDIAN SKIN TONE	$3.50
RAL77809	ASIAN SKIN TONE	$3.50
RAL77810	EAST INDIAN SKIN TONE	$3.50
RAL77811	AFRICAN SKIN TONE	$3.50
RAL77812	DUNKEL BROWN	$3.50
RAL77813	PINK	$3.50
RAL77814	BLOOD RED	$3.50
RAL77815	VIOLET	$3.50
RAL77816	PLUM	$3.50
RAL77817	LIGHT BLUE	$5.50
RAL77818	FLOURESCENT BLUE	$5.50
RAL77819	FLOURESCENT GREEN	$5.50
RAL77820	FLOURESCENT YELLOW	$5.50
RAL77821	FLOURESCENT RED	$5.50
RAL77822	FLOURESCENT MAGENTA	$3.50
RAL77823	CLEAR BRUSH ON SEALER	$3.50
RAL77824	BLACK BRUSH ON PRIMER	$3.50

Armory Acrylic Metallics

ARMGG-082 **METALLICS ACRYLIC PAINT SET (10)** **$36.00**

Now released with ten colors Each glass jar contains 1 fl.oz., making them much larger than Citadel or Ral Partha, but I recommend you store the jars upside down, to get the thick goo on the lids, which you then use as a palette. The colors are: Gold (*use as bronze*). Brass (*use as gold*). Bronze (*very dark, so use as shading*). Silver, Copper, Gunmetal, Chainmail, Platinum, Iron, and Black Pearl.